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# SKIES of ARCADIA LEGENDS™

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PRIMA'S OFFICIAL STRATEGY GUIDE

# Skies of Arcadia Legends™

MICHAEL SEARLE

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# SKY HIGH!

**VYSE AND AIKA ARE INSEPARABLE FRIENDS AND YOUR TWO MAIN STARTING CHARACTERS.**

In *Skies of Arcadia Legends*, you enact the role of Vyse and his band of friends as they thwart the evil Empress Teodora and her vast military. Like cloud-hopping merry men, Vyse's crew–members of a good pirate guild called the Blue Rogues–soar on a flying ship to rob from the villainous and save the innocent. No matter the cost, no matter the danger, the Blue Rogues do whatever it takes to right what's wrong.

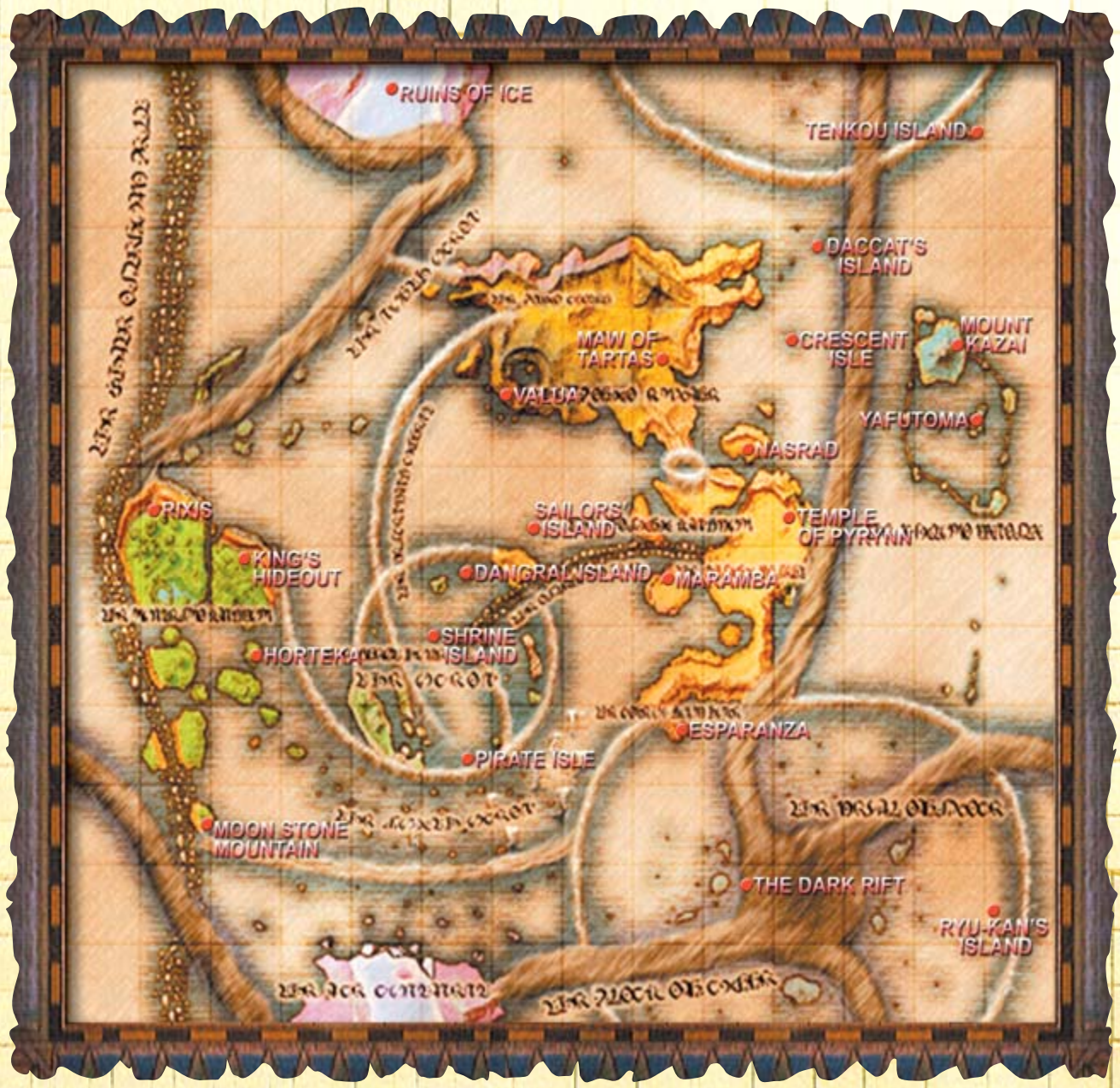
**SPELLS, SUCH AS AIKA'S SACRI, AND SPECIAL MOVES, SUCH AS VYSE'S CUTLASS FURY, GIVE YOU THE EDGE AGAINST MONSTERS.**

Special equipment, magic, and combat moves aid you on your quest. *Skies of Arcadia Legends* allows your main characters to choose from more than 50 weapons and six elemental schools of magic–green (healing), red (fire), purple (ice), blue (water), yellow (lightning), and silver (life and death)–contribute spells such as crystalum, which traps an enemy in a thick column of ice, or wevlen, which destroys an area with a swirl of tornadoes. Each character in the party also has special moves that wreak massive damage on your foes. Vyse begins with Cutlass Fury, a solid damage dealer, and climbs up to Pirate's Wrath, a maneuver that inflicts three times the damage of his starting special moves.

How can one Blue Rogues' ship fight an entire imperial armada?

Vyse and his friends battle more than 150 different monsters on the mission to save Vyse's father.

Unfortunately for our heroes, all the power under the sun may not save them. Galcian, leader of the Valuan Imperial Armada, owns a fleet of battleships that can torch an entire world. When Galcian captures Vyse's father, leader of the Blue Rogues, Vyse and a small band of friends assault the imperial stronghold in a desperate attempt to save him. Can these underdogs defeat the ultimate bad guys?



# YOUR CREW

Vyse and Aika siege Alfonso's battleship at the beginning of the story. Besides your starting tag team, four other heroes fight with you during your adventure.

VYSE CUTS THROUGH THE COMPETITION WITH FABULOUS SWORD SKILLS.

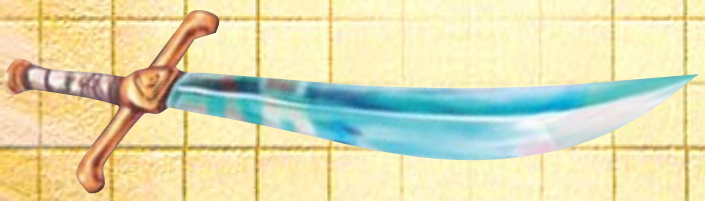
AIKA, VYSE'S BEST FRIEND, SLINGS SPELLS AND A REALLY COOL BOOMERANG.

The gruff captain Drachma saves you from the arcwhale Rhaknam and reluctantly accompanies you because you have nowhere else to go. Drachma's ship, the *Little Jack*, serves as your first adventuring vessel. Early on, Drachma is a big help–he's much tougher than Vyse or Aika, and he can dish out serious damage with his artificial arm. Unfortunately, he doesn't stick around long.

A PRINCESS FROM THE SILVITE EMPIRE, FINA FIGHTS THE VALUANS WITH HELP FROM HER WEAPON-CREATURE CUPIL.

The Valuans hunt the Silvite princess, Fina, from the beginning of the story. After you rescue her, she pledges her loyalty to your band. Fina's weapon, a morphing creature named Cupil, grows stronger each time you feed it a magical cham. Fina's best potential is for magic use. Keep her in the rear to focus and cast spells, and she's a great help.

VILLAINS COME IN ALL SHAPES AND SIZES—EVEN BEAUTIFUL ONES.



A fellow Blue Rogue, Gilder, rescues Vyse from a deserted island after his lifeboat crashes there. Drachma is not a member of the party at that point, so Gilder serves as the new tough guy. His pistol attacks deal as much damage as Vyse's powerful cutlass swings.

Your final member, Enrique, takes Gilder's place after you escape from Valua's Grand Fortress. What makes Enrique especially interesting is his ties to Valua–he steals Valua's most powerful ship, the *Delphinus*, for Vyse, and he's also the empress's son! Enrique's skill with a blade rivals Vyse's.

Any combination of these warriors can wipe out any monster threats that come their way. The true challenge comes when they face off against the master villains.

**Drachma, Vyse, and Aika make a formidable team at the game's beginning.**

## Swashbuckling Rating

Throughout the game, many dialogue options appear to determine the story line's path. By choosing the most appropriate dialogue choice, you advance your standing with others, represented by your swashbuckling rating. The higher the rating, the better others react to you. Choose the wrong dialogue or run away from a fight, and you don't stand a chance of impressing anyone. You can expect to advance in the following order:

| | |
|---|---|
| * Vyse the Unimpressive | * Vyse the Valiant |
| * Vyse the Blue Rogue | * Vyse the Daring |
| * Vyse the Competent | * Vyse the Dashing |
| * Vyse the Determined | * Vyse the Fearless |
| * Vyse the Respected | * Vyse the Hero |
| * Vyse the Admirable | * Vyse, King of Rogues |
| * Vyse the Bold | * Vyse the Legend |

## Vyse

- Starting Level: 1
- Hit Points: 420
- Magic Points: 3
- Spirit Points: 8
- Power: 23
- Vigor: 19
- Will: 16
- Agile: 11
- Quickness: 22
- Main Weapon: cutlass
- Joins: Vyse is the main character of this epic tale.

## Aika

- Starting Level: 1
- Hit Points: 360
- Magic Points: 4
- Spirit Points: 8
- Power: 17
- Vigor: 18
- Will: 21
- Agile: 22
- Quickness: 26
- Main Weapon: boomerang
- Joins: Vyse's best friend has adventured with him from the very beginning.

## Drachma

- Starting Level: 12
- Hit Points: 1,872
- Magic Points: 4
- Spirit Points: 16
- Power: 72
- Vigor: 64
- Will: 47
- Agile: 11
- Quickness: 18
- Main Weapon: artificial arm
- Joins: Drachma rescues you from Rhaknam, the killer arcwhale, and then offers you the use of his ship...for a little while.

## Fina

- Starting Level: 1
- Hit Points: 300
- Magic Points: 6
- Spirit Points: 8
- Power: 13
- Vigor: 15
- Will: 41
- Agile: 12
- Quickness: 21
- Main Weapon: Cupil
- Joins: Fina teams up with the party after you save her from the Valuans.

## Gilder

- Starting Level: 24
- Hit Points: 2,859
- Magic Points: 9
- Spirit Points: 9
- Power: 137
- Vigor: 117
- Will: 94
- Agile: 14
- Quickness: 112
- Main Weapon: Gilder's own
- Joins: Gilder rescues Vyse from a deserted island and then joins in the fight against the Valuans.

## Enrique

- Starting Level: 24
- Hit Points: 2,390
- Magic Points: 14
- Spirit Points: 9
- Power: 101
- Vigor: 93
- Will: 130
- Agile: 16
- Quickness: 107
- Main Weapon: rapier
- Joins: The prince of Valua helps Vyse and his friends escape the Grand Fortress and comes aboard Enrique's ship, the Delphinus, when Vyse becomes captain.

# The Delphinus Crew

| Sailor's Name | Location | Special Ability |
|---|---|---|
| Lawrence | Sailor's Island | Improves ship's quickness by 30 |
| Don | Esparanza | Increases ship's dodge by 15 |
| Marco | Valua | Doubles spirit points for one round |
| Robinson | Dark Rift | Reduces the spirit points for all actions during one round |
| Pinta | Sailors' Island | Protects the ship from enemy cannon fire for one round |
| Moegi | Yafutoma | Protects the ship from enemy magic for one round |
| Khazim | Nasrad | Increases your main cannon damage |
| Belle | Crescent Isle | Increases your secondary cannon damage |
| Osman | Nasrad | Increases your chance of finding rare items |
| Kalifa | Maramba | Increases your chances of discovering special items |
| Polly | Sailors' Island | Restores one party member's magic points to full |
| Urala | Yafutoma | Increases your spirit points to the maximum |
| Kirala | Yafutoma | Restores your ship's hit points to full |
| Izmael | Crescent Isle | Boosts the power of the Moonstone Cannon |
| Brabham | Crescent Isle | Increases the ship's defense by 30 |
| Hans | Horteka | Increases the ship's magic defense by 20 |
| Pow | Pirate Isle | Gives you a better chance to attack first |
| Merida | Horteka | Increases ship's gold value by 10,000 |
| Tikatika | Horteka | Increases your hit percentage for torpedoes |
| Domingo | Gordo's Bistro | Increases your chance for critical hits |
| Ilchymis | Ilchymis Island | Increases your ship's attributes for several rounds |
| Ryu-Kan | Ryu-Kan's Island | Increases your ship's attack and defense for several rounds |

# Headquarter Upgrades

Once you settle on your headquarters on Crescent Isle, some of your crew will set up shops that can help you with hard-to-find items. Here are some of the items and prices you can expect:

## Belle's Store

| Ship Item | Cost |
|---|---|
| Air Intake | 6,800 |
| Ancient Cannon | 8,500 |
| Arcwhale Torpedo | 6,800 |
| Chandelier | 9,300 |
| Complete Kit | 300 |
| Goddess Figure | 6,800 |
| Machine Oil | 2,000 |
| Rudder Grease | 2,000 |
| Shredder Bomb | 480 |
| Wevl Cannon | 10,200 |

## Ryu-kan's Forge

| Weapon or Armor | Cost |
|---|---|
| Blessed Robe | 4,980 |
| Captain's Cloak | 4,500 |
| Crescent Amulet | 5,710 |
| Critical Vision | 6,660 |
| Dragon Arm | 11,850 |
| Gaia Cape | 5,910 |
| Gilder Special | 9,460 |
| Insulated Mail | 5,180 |
| Moon Wing | 10,170 |
| Plated Armor | 7,430 |
| Radiant Fur | 3,580 |
| Robe of Faith | 6,510 |
| Robe of Truth | 4,590 |
| Shard of Purity | 4,760 |
| Skull Cap | 4,300 |
| Soul Sword | 12,340 |
| Stoneblade | 9,850 |
| Windslicer | 8,760 |

## Ilchymis's Lab

| Magic Item | Cost |
|---|---|
| Curia Crystal | 30 |
| Glyph of Might | 100 |
| Glyph of Speed | 100 |
| Healing Salve | 50 |
| Icyl Seed | 5,000 |
| Ilchymix | 4,000 |
| Magic Dew | 400 |
| Magic Droplet | 40 |
| Magus Seed | 5,000 |
| Paranta Seed | 5,000 |
| Risan Crystal | 150 |
| Riselem Crystal | 450 |
| Sacres Crystal | 60 |
| Sacri Crystal | 20 |
| Sacrulen Crystal | 200 |
| Sacrum Crystal | 600 |
| Sylph Seed | 5,000 |
| Vidal Seed | 5,000 |
| Zaal Seed | 5,000 |

## Osman's Store

| Magic Item | Cost |
|---|---|
| Crystalen Box | 1,600 |
| Crystales Box | 800 |
| Driln Box | 600 |
| Electri Box | 400 |
| Electrum Box | 1,200 |
| Panika Box | 1,200 |
| Pyri Box | 400 |
| Pyrum Box | 1,200 |
| Sacri Box | 800 |
| Sacrulen Box | 1,200 |
| Slipara Box | 1,200 |
| Sylenis Box | 600 |
| Wevlen Box | 1,600 |
| Wevles Box | 800 |

# SUPER MOVES

VYSE'S OFFENSIVE SUPER MOVES PLACE HIM IN THE HEAT OF COMBAT EVERY TIME.

To compete with monsters' frost breath and pollen blasts, Vyse, Aika, and Fina possess five super moves apiece, while the other three crew members can study up to three. When you must inflict tremendous damage, defend against a horde of creatures, or regenerate the entire party to full, your super moves are invaluable.

MONSTERS DON'T STAND A CHANCE IF YOUR SPIRIT HOLDS UP AND YOUR SUPER MOVES GO OFF SMOOTHLY.

Vyse's standby move, Cutlass Fury, inflicts immense damage for the cost. You will rely on that maneuver until you build up enough spirit to launch Rain of Swords or Pirates' Wrath. Use Skull Shield against a pack of monsters without magic.

Aika starts off strong. Early on, Alpha Storm and Lambda Burst execute incredibly. They kill most enemies on the screen in one shot. Later, Aika can't compete offensively with the big boys, but her Epsilon Mirror makes her invulnerable for a full round and returns 10 magic points to her. Aika can cast spells all she wants, and then rebuild the lost magic points with one super move!

AIKA'S MOVES ARE NICELY BALANCED BETWEEN OFFENSE AND DEFENSE.

Fina's moves center around healing and defense. Lunar Blessing, the first move she learns, slowly builds a wounded party back to full health as it regenerates 200 hit points per round per character. When you reach Lunar Light and can fully heal everyone instantly, it's tough to lose a battle.

FOCUS OFTEN WITH FINA TO POWER UP HER HEALING SUPER MOVES.

Drachma, Gilder, and Enrique rotate in and out of your lineup. The moves of all three focus on offensive power. Drachma's Hand of Fate instantly kills any foe not magically protected. Gilder's Gunslinger dishes out major damage to a line of foes. Enrique's Judgment maneuver is the most powerful damage-dealer against a single target.

LIGHTNING STRIKES HARD WHEN ALL YOUR CHARACTERS ADVANCE INTO SUPERHUMAN MODE.

While magic relies on limited magic points, super moves fire off as often as your spirit allows. Focus early, and your mega-attacks take down even the mighty bosses.

# Vyse's Super Moves

## Cutlass Fury

Moonberries Needed: –
Spirit Points Used: 7
Effect: This cost-effective maneuver deals significant damage to a single foe.

## Counterstrike

Moonberries Needed: 1
Spirit Points Used: 1
Effect: Guards against all physical attacks and counterattacks for one round.

## Skull Shield

Moonberries Needed: 2
Spirit Points Used: 5
Effect: Defends against all physical attacks on the party and counterattacks for one round.

## Rain of Swords

Moonberries Needed: 2
Spirit Points Used: 14
Effect: All enemies in the battle receive medium damage.

## Pirates' Wrath

Moonberries Needed: 4
Spirit Points Used: 21
Effect: Inflicts serious damage on a single opponent.

# Aika's Super Moves

## Alpha Storm

Moonberries Needed: 1
Spirit Points Used: 4
Effect: Administers medium fire damage to enemies in a row.

## Delta Shield

Moonberries Needed: 1
Spirit Points Used: 2
Effect: Cancels magic attacks on the party for one round.

## Lambda Burst

Moonberries Needed: 2
Spirit Points Used: 8
Effect: Delivers medium damage to all foes in the battle.

## Epsilon Mirror

Moonberries Needed: 2
Spirit Points Used: 10
Effect: Bestows invulnerability for a single round. It also restores 10 magic points to Aika.

## Omege Psyclone

Moonberries Needed: 4
Spirit Points Used: 12
Effect: Deals major damage to all foes in the battle.

# Fina's Super Moves

## Lunar Blessing

| |
|---|
| Moonberries Needed: 1 |
| Spirit Points Used: 12 |
| Effect: All party members regenerate 200 hit points a round for the entire combat. |

## Lunar Glyph

| |
|---|
| Moonberries Needed: 1 |
| Spirit Points Used: 3 |
| Effect: Inflicts minor damage on a single enemy, with the possibility of paralyzation. |

## Lunar Cleansing

| |
|---|
| Moonberries Needed: 2 |
| Spirit Points Used: 6 |
| Effect: Clears all party members of adverse effects such as confusion and sleep. |

## Lunar Winds

| |
|---|
| Moonberries Needed: 2 |
| Spirit Points Used: 6 |
| Effect: Wreaks medium damage on all foes in the battle and strips them of any positive spells. |

## Lunar Light

| |
|---|
| Moonberries Needed: 4 |
| Spirit Points Used: 12 |
| Effect: Restores all party members to full hit points, even unconscious ones, and removes all negative spells. |

# Drachma's Super Moves

## Tackle

| |
|---|
| Moonberries Needed: 1 |
| Spirit Points Used: 10 |
| Effect: Imposes massive damage on a single enemy. |

## Spirit Charge

| |
|---|
| Moonberries Needed: 2 |
| Spirit Points Used: 0 |
| Effect: Guard and focus combined maneuver for a single round. |

## Hand of Fate

| |
|---|
| Moonberries Needed: 4 |
| Spirit Points Used: 25 |
| Effect: Deals instant death to any enemy, except those with death immunity, who even then, take huge damage. |

# Gilder's Super Moves

## Gunslinger

Moonberries Needed: 1
Spirit Points Used: 9
Effect: Administers major damage to enemies in a line. Against a single foe, its damage potential is the best in the game.

## Aura of Denial

Moonberries Needed: 2
Spirit Points Used: 3
Effect: The party gains protection from negative spell effects.

## The Claudia

Moonberries Needed: 4
Spirit Points Used: 18
Effect: Wreaks major damage on all enemies in the battle.

# Enrique's Super Moves

## Royal Blade

Moonberries Needed: 1
Spirit Points Used: 8
Effect: Deals significant damage to a single foe (similar to Vyse's Cutlass Fury).

## Justice Shield

Moonberries Needed: 2
Spirit Points Used: 4
Effect: Halves all damage to the party for one round.

## The Judgment

Moonberries Needed: 4
Spirit Points Used: 16
Effect: Inflects massive damage to a single enemy and is one of the most powerful moves in the game.

# Crew Super Moves

## Prophecy

Moonberries Needed: –
Spirit Points Used: All
Effect: Massive damage to all enemies on the screen. Your most potent attack, if you can max out your spirit points and afford to spend them all.

## Counterstrike

Moonberries Needed: –
Spirit Points Used: All
Effect: Damage depends on how many crewmembers you have. You inflict damage to all enemies and simultaneously heal all your party members.

# MAGIC

SPELLS SUCK THE SPIRIT RIGHT OUT OF YOU.

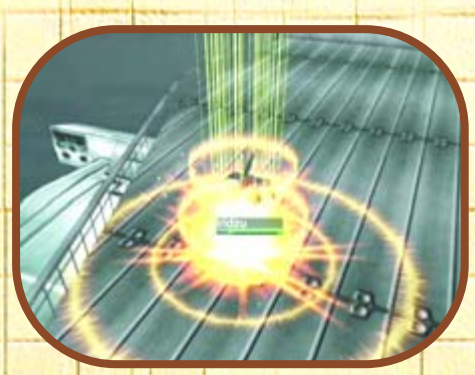
The heart and soul of many fantasy games is magic. In ***Skies of Arcadia Legends***, the six magic schools and their diverse effects won't disappoint you. From Sacri, the lowliest healing spell, to Eternum, the ultimate killing spell, pick and choose magic as you advance through combat. It's impossible to possess all the spells unless you plan on fighting every single monster in the world.

FOR THE BEST MAGIC SUPPORT, AT LEAST ONE OF YOUR CHARACTERS SHOULD FOCUS EVERY COMBAT ROUND.

Green or silver magic is a must. A spellcaster's priority is to protect the party. Green's Sacrum becomes a regular, as it heals everyone in the party for 1,000 hit points. Silver's Riselem transforms an unconscious party member into a fully refreshed warrior ready for anything. In big battles, you unleash more healing spells than offensive bombs.

YOU'RE NOT THE ONLY ONES WHO CAN CAST SPELLS. MONSTERS CAN ACCESS TOP-LEVEL SPELLS TOO.

Your second priority is any spell that deals damage to multiple targets. Normally in battle, Vyse and company can hammer away, dispensing large chunks of damage on a single opponent. However, it's easy for multiple foes to overwhelm you, especially those that summon more friends with a Call Allies ability. Head into the red Pyri series of spells for this, or use red's counterpart, purple's Crystali series. Both do the job, but each can be more effective against certain creatures. Blue can also fall into this category with its Wevli series.



SOME MONSTERS UTILIZE SPELL-LIKE ABILITIES, BUT DON'T TAP INTO THE SPELLS FROM ANY OF THE KNOWN SCHOOLS.

Yellow's Electri series can inflict great damage. Unfortunately, that damage travels in a straight line, only ***sometimes*** harming enemies on either side. If you are often in a particular area of the world, one with monsters vulnerable to yellow's magic, switch the corresponding weapons.

ENEMIES BEWARE THE FIREPOWER OF AN ANGRY MAGE.

Magic can be quite powerful in the hands of an established spell-caster. Try to have each character specialize in one school, only moving on after the character masters all six spells and rules the battlefield.

# Green Magic

## Sacri

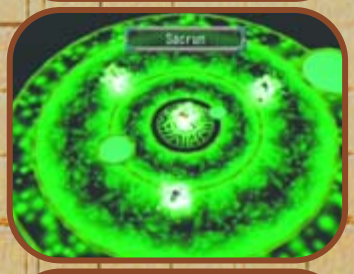
| |
|---|
| Spirit Points: 2 |
| Combat Only: No |
| Effect: Sacri heals 500 hit points to one party member. |

## Sacres

| |
|---|
| Spirit Points: 4 |
| Combat Only: No |
| Effect: This spell heals 1,000 hit points to one party member. |

## Sacrum

| |
|---|
| Spirit Points: 8 |
| Combat Only: No |
| Effect: Sacrum heals 1,000 hit points to the entire party. |




## Sacrulen

| |
|---|
| Spirit Points: 6 |
| Combat Only: No |
| Effect: The Sacrulen spell heals one party member back to full. |

### Noxi

| |
|---|
| Spirit Points: 3 |
| Combat Only: Yes |
| Effect: This spell damages and poisons one enemy (light damage). |

### Noxus

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: Noxus damages and poisons all enemies (heavy damage). |

## Red Magic

### Pyri

| |
|---|
| Spirit Points: 2 |
| Combat Only: Yes |
| Effect: Pyri causes light fire damage to all enemies in the battle. |

### Pyres

| |
|---|
| Spirit Points: 4 |
| Combat Only: Yes |
| Effect: This spell inflicts heavier fire damage to all enemies in the battle. |

### Pyrum

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: Fireballs from the sky wound all enemies in battle (heavy damage). |

### Pyrulen

| |
|---|
| Spirit Points: 10 |
| Combat Only: Yes |
| Effect: A firestorm wounds all enemies (devastating damage). |

### Increm

Spirit Points: 4

Combat Only: Yes

Effect: Increm increases attack and defense of target by 25 percent.

### Incremus

Spirit Points: 16

Combat Only: Yes

Effect: This spell increases attack and defense of entire party by 25 percent.

## Purple Magic

### Crystali

Spirit Points: 1

Combat Only: Yes

Effect: Crystali encases a single enemy in ice (light damage).

### Crystales

Spirit Points: 2

Combat Only: Yes

Effect: The Crystales spell summons an icicle and impales the enemy (medium damage).

### Crystalum

Spirit Points: 3

Combat Only: Yes

Effect: This spell traps enemy in a column of ice (heavy damage).

### Crystalen

Spirit Points: 4

Combat Only: Yes

Effect: Huge pillars of ice impale the enemy (major damage).

## Sylenis

| |
|---|
| Spirit Points: 2 |
| Combat Only: Yes |
| Effect: Sylenis prevents the target from casting any spells. |

## Panika

| |
|---|
| Spirit Points: 3 |
| Combat Only: Yes |
| Effect: Using Panika confuses the enemy into attacking nearest target. |

# Blue Magic

## Wevli

| |
|---|
| Spirit Points: 2 |
| Combat Only: Yes |
| Effect: One enemy is damaged by a whirlwind of air and water, and it harms nearby enemies. |

## Wevles

| |
|---|
| Spirit Points: 4 |
| Combat Only: Yes |
| Effect: One enemy is damaged by a large whirlwind of air and water, and it harms nearby enemies. |

## Wevlum

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: Fierce winds and rain damage all enemies in battle. |

## Wevlen

| |
|---|
| Spirit Points: 8 |
| Combat Only: Yes |
| Effect: A cluster of tornadoes heavily damage all enemies in battle. |

### Quika

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: Quika doubles the speed of all the party members. |

### Slipara

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: Using Slipara gives you a percentage chance to put all enemies in a battle to sleep. |

## Yellow Magic

### Electri

| |
|---|
| Spirit Points: 2 |
| Combat Only: Yes |
| Effect: A bolt of electricity damages a line of enemies. |

### Electres

| |
|---|
| Spirit Points: 4 |
| Combat Only: Yes |
| Effect: A bolt of electricity heavily damages a line of enemies. |

### Electrum

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: A bolt of electricity massively damages a line of enemies. |

### Electrulen

| |
|---|
| Spirit Points: 8 |
| Combat Only: Yes |
| Effect: Electrulen blasts all enemies in a line (devastating damage). |

### Driln

| |
|---|
| Spirit Points: 3 |
| Combat Only: Yes |
| Effect: This spell weakens all attributes of one target by 25 percent. |

### Drilnos

| |
|---|
| Spirit Points: 6 |
| Combat Only: Yes |
| Effect: The Drilnos spell weakens all attributes of all enemies by 25 percent. |

## Silver Magic

### Risan

| |
|---|
| Spirit Points: 4 |
| Combat Only: Yes |
| Effect: Risan revives an unconscious party member, giving the character 50 percent of their hit points, 50 percent of the time. |

### Riselem

| |
|---|
| Spirit Points: 8 |
| Combat Only: Yes |
| Effect: This spell revives an unconscious party member to full hit points. |

## Curia

Spirit Points: 2

Combat Only: Yes

Effect: The Curia spell removes all negative effects from a character (except unconsciousness).

## Eterni

Spirit Points: 5

Combat Only: Yes

Effect: Using Eterni gives you a percentage chance to kill an enemy instantly.

## Eternes

Spirit Points: 10

Combat Only: Yes

Effect: Eternes gives you a percentage chance to instantly kill all enemies.

## Eternum

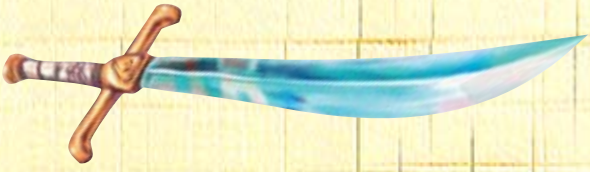
Spirit Points: 15

Combat Only: Yes

Effect: This spell causes instant death to any enemy that is not magically protected and otherwise heavily damages foe.

# EQUIPMENT

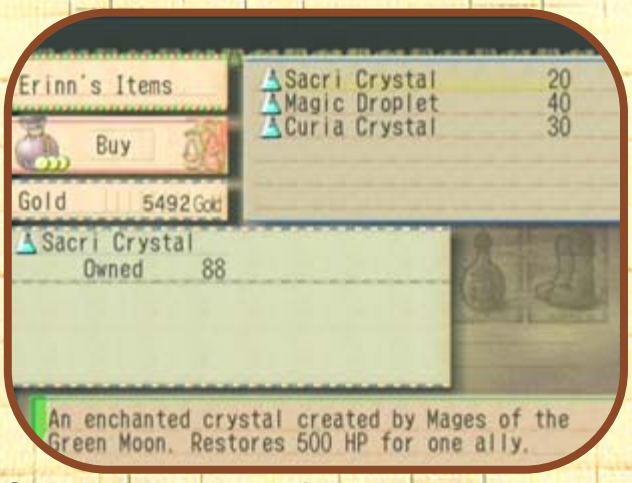
**THE Y BUTTON LETS YOU CHECK YOUR EQUIPMENT INVENTORY WITHOUT WASTING GAME TIME.**



Bare hands and underwear don't get you through this game. Beef up your attack with a weapon and your defense with heavy-duty armor to survive assaults from the bigger monsters. As you journey around the world, you spend most of your gold on better weapons and armor to outfit your characters with the best support money can buy.

**WEAPON UPGRADES, SUCH AS DRACHMA'S HOOK COME IN "HANDY."**

There are hundreds of magic items to discover in *Skies of Arcadia,* but you can only equip one weapon, one piece of armor, and one miscellaneous magic item per character. Hit Y to enter pause mode to look at each character's inventory. The following charts show you the best weapons, armor, and magic items.




**STOP IN THE MAJOR CITY'S WEAPON AND ARMOR SHOPS TO PURCHASE BETTER EQUIPMENT.**

Weapons are broken down according to which person can use them. For example, Vyse can use the nasr cutlass or the soul sword, so find them listed under his character. The weapons get more powerful (with a higher attack value) the deeper you go. Most hit percentages stay the same in a character's weapon tree.

**ONCE YOU CONTROL A SHIP, YOU CAN BUY ITEMS FOR IT TOO, ESPECIALLY REPAIR KITS TO TAKE THE STING OUT OF CANNON HITS.**

Armor is alphabetized for easy reference. Most suits of armor carry a defense and magic defense value, though some alter other character stats. Not every character can wear a particular suit of armor.

Magic items are separated into those that affect abilities scores and those with other game effects. Because a fortune ring adds 100 points to Dodge, it's listed under "Ability Items," while an item with an effect such as the dexus seed is listed under "Magic Items." This section also covers ship items.

Now when you're in a shop, you don't have to feel like you're getting ripped off. Check out what the item does before you buy it, and judge for yourself whether it's worth the price.

ALL AIKA'S WEAPONS ARE BOOMERANG-LIKE, WHILE VYSE'S ARE IN THE SWORD FAMILY.

## VYSE'S BLADES

| WEAPON | ATTACK VALUE | HIT PERCENTAGE |
|---|---|---|
| CUTLASS | 20 | 90 |
| PIRATE'S CUTLASS | 33 | 90 |
| SKY CUTLASS | 45 | 90 |
| ASSASSIN BLADE | 58 | 90 |
| NASR CUTLASS | 70 | 90 |
| HUNTER'S SWORD | 87 | 90 |
| STONECUTTER | 99 | 90 |
| IRON-CUTTER | 112 | 90 |
| SWORD OF DACCAT | 120 | 90 |
| ADMIRAL CUTLASS | 128 | 90 |
| DREAM CUTLASS | 137 | 90 |
| SUIRAN BLADE | 141 | 90 |
| WINDSLICER | 153 | 90 |
| THUNDER CUTLASS | 160 | 90 |
| TUNA CUTLASS | 150 | 0 |
| SOUL SWORD | 174 | 90 |
| VORLIK BLADE | 200 | 200 |

## Aika's Weapons

| Weapon | Attack Value | Hit Percentage |
|---|---|---|
| Boomerang | 19 | 110 |
| Leather Crescent | 30 | 110 |
| Throwing Blade | 38 | 110 |
| Valuarang | 46 | 110 |
| Scout Wing | 53 | 110 |
| Dancing Arc | 65 | 110 |
| Swirlmarang | 69 | 150 |
| Hunting Arc | 80 | 110 |
| Grendel Wing | 96 | 150 |
| Skywing | 107 | 110 |
| Wing of Hope | 119 | 110 |
| Yin Wing | 130 | 110 |
| Ice Splitter | 142 | 110 |
| Moon Wing | 161 | 110 |
| Hydra Wing | 168 | 110 |

## Drachma's Hands

| Weapon | Attack Value | Hit Percentage |
|---|---|---|
| Artificial Arm | 43 | 80 |
| Hook Hand | 51 | 80 |
| Beak Hand | 60 | 80 |
| Excavation Arm | 73 | 80 |
| De Loco Drill | 95 | 80 |
| Ruin Arm | 112 | 80 |
| Dragon Arm | 181 | 80 |
| Silver Arm | 190 | 80 |

## Fina's Cupil Incarnations

| Weapon | Attack Value | Hit Percentage |
|---|---|---|
| Cupil | 58 | 120 |
| Cupil Blade | 67 | 115 |
| Cupil Cone | 73 | 120 |
| Cupil Cannon | 86 | 105 |
| Cupil Sword | 90 | 115 |
| Cupil Club | 99 | 110 |
| Cupil Star | 103 | 120 |
| Cupil Lance | 110 | 120 |
| Cupil Cutlass | 127 | 115 |
| Cupil Spike | 141 | 105 |
| Cupil Spear | 147 | 120 |
| Cupil Claymore | 157 | 115 |
| Final Cupil | 500 | 100 |

## Gilder's Guns

| Weapon | Attack Value | Hit Percentage |
|---|---|---|
| Marksman Gun | 100 | 200 |
| Gilder's Own | 104 | 100 |
| Nasr Pistol | 112 | 100 |
| Gilder Special | 168 | 100 |
| Warrior's Pistol | 176 | 100 |

## Enrique's Blades

| Weapon | Attack Value | Hit Percentage |
|---|---|---|
| Rapier | 122 | 95 |
| Blade of Slumber | 138 | 95 |
| Frostblade | 150 | 95 |
| Imperial Blade | 163 | 95 |
| Stoneblade | 171 | 95 |
| Serpent Strike | 179 | 95 |

## Armor

| Name | Attack | Hit | Defense | Dodge | Will | Quickness | Magic Defense |
|---|---|---|---|---|---|---|---|
| Agile Robe | – | 10 | 65 | 5 | – | – | 65 |
| Aika's Shorts | – | – | 19 | – | – | – | 21 |
| Ancient Robe | – | – | 69 | – | – | – | 82 |
| Battleworn Armor | – | – | 133 | – | – | – | 114 |
| Blessed Robe | – | 30 | 142 | 15 | – | – | 142 |
| Captain's Cloak | – | – | 148 | – | – | – | 148 |
| Caravan Armor | – | – | 100 | – | – | – | 100 |
| Ceramic Armor | – | – | 73 | – | – | – | 62 |
| Daccat's Armor | – | – | 108 | – | – | – | 108 |
| Daccat's Tunic | – | – | 121 | – | – | – | 121 |
| De Loco Mail | – | – | 99 | – | – | – | 84 |
| Drachma's Shirt | – | – | 45 | – | – | – | 42 |
| Elastamor | – | – | – | 54 | – | – | 54 |
| Enrique's Coat | – | 10 | 119 | 5 | – | – | 119 |
| Fiber Robe | – | – | 77 | – | – | – | 90 |
| Fina's Robe | – | – | 55 | – | – | – | 64 |
| Flame Mantle | – | – | 74 | – | – | – | 69 |
| Gaia Cape | – | – | 168 | – | – | – | 168 |
| Ghost Mail | – | – | 128 | – | – | – | 128 |
| Gilder's Mail | – | – | 116 | – | – | – | 99 |
| Golden Armor | – | – | 90 | – | – | – | 77 |
| Heavy Armor | – | – | 58 | – | – | – | 53 |
| Holy Robe | – | – | 92 | – | – | – | 108 |
| Insulated Mail | – | – | 145 | – | – | – | 145 |
| Ixa'takan Armor | – | – | 109 | – | – | – | 109 |
| Light Coat | – | 10 | 103 | – | – | 5 | 103 |
| Light Robe | – | – | 29 | – | – | – | 34 |
| Long Robe | – | 20 | 130 | 10 | – | – | 130 |
| Maiden's Armor | – | – | 103 | – | – | – | 112 |

| Name | Attack | Hit | Defense | Dodge | Will | Quickness | Magic Defense |
|---|---|---|---|---|---|---|---|
| Miner's Overalls | – | – | 87 | – | – | – | 80 |
| Miracle Robe | – | – | 114 | – | – | – | 133 |
| Moonlight Robe | – | – | 134 | 20 | – | – | 145 |
| Moss Armor | – | 20 | 126 | 10 | – | – | -26 |
| Mystic Dress | – | – | 42 | – | – | – | 46 |
| Nasr Combat Mail | 5 | – | 66 | – | 5 | – | 66 |
| Nasr Uniform | – | – | 104 | – | – | – | 96 |
| Nasrean Mail | – | – | 66 | – | – | – | 66 |
| Naval Uniform | – | – | 112 | – | – | – | 112 |
| Plated Armor | – | – | 181 | – | – | – | 154 |
| Raincoat | – | – | 56 | – | – | – | 56 |
| Robe of Faith | – | 30 | 161 | 15 | – | – | 161 |
| Robe of Truth | – | – | 154 | – | – | – | 181 |
| Sailor Uniform | – | – | 44 | – | – | – | 44 |
| Scale Mail | – | – | 141 | – | – | – | 130 |
| Silver Armor | – | – | 160 | – | – | – | 160 |
| Soranchu Robe | – | – | 136 | – | – | – | 136 |
| Swift Dress | – | – | 149 | – | – | 20 | 170 |
| Valuan Armor | – | – | 51 | – | – | – | 44 |
| Valuan Uniform | – | – | 32 | – | – | – | 32 |
| Vengeance Armor | – | – | 162 | – | – | – | 149 |
| Vyse's Uniform | – | – | 20 | – | – | – | 20 |

# Ability Items

| Name | Attack | Hit | Defense | Dodge | Will | Quickness | Magic Defense |
|---|---|---|---|---|---|---|---|
| Ancient Bracer | 20 | 40 | 20 | 20 | – | – | – |
| Assassin Ring | – | 40 | – | – | – | – | – |
| Behemoth's Ring | – | – | 5 | – | – | – | 5 |
| Black Eyepatch | 7 | – | – | – | – | – | – |
| Blue Rogue Patch | 18 | – | 18 | – | 18 | – | 18 |
| Burocca's Shell | – | – | 36 | – | – | – | – |
| Counter Bracer | 20 | 20 | – | – | – | – | – |
| Crescent Amulet | – | 28 | – | – | – | 19 | 28 |
| Critical Vision | 19 | – | 50 | – | 19 | – | – |
| Crylhound's Claw | 2 | 20 | – | – | – | – | – |
| Everlasting Gem | – | – | 10 | – | – | – | 10 |
| Flash Ribbon | – | – | – | – | – | 2 | – |
| Fortune Ring | – | – | – | 100 | – | – | – |
| Gem of Fluidity | – | – | 10 | – | – | – | 10 |
| Gemstone Ring | – | – | – | – | – | – | 21 |
| Gilder's Amulet | 11 | – | 11 | – | 11 | – | 11 |
| Hunter's Hand | 4 | 40 | – | – | – | – | – |
| Immunity Ring | – | – | 21 | – | – | – | – |

# Ability Items

| Name | Attack | Hit | Defense | Dodge | Will | Quickness | Magic Defense |
|---|---|---|---|---|---|---|---|
| Imperial Crest | – | – | 20 | – | – | – | 20 |
| Ivy Band | – | – | 5 | – | – | – | 5 |
| Jade Swirl Ring | – | – | – | – | 45 | – | 45 |
| Lover's Ring | – | – | – | – | 12 | – | 12 |
| Mage's Bane | 4 | – | 4 | – | 4 | – | 4 |
| Marocca's Shell | – | – | 6 | – | – | – | – |
| Meditation Ring | – | – | – | – | 8 | – | – |
| Moondust Ring | – | – | – | – | 48 | – | – |
| Nocturnal Sight | 6 | 60 | – | – | – | – | – |
| Nomadic Veil | – | 9 | – | – | – | – | 9 |
| Prophet's Sand | – | – | – | – | – | – | 63 |
| Quetya Feather | – | 4 | 20 | – | – | – | – |
| Radiant Fur | – | – | 24 | – | – | – | 24 |
| Revered Voice | – | – | 5 | – | – | – | 5 |
| Sailor's Buckler | – | 20 | 15 | – | – | – | – |
| Sand Storm Ring | 9 | – | – | – | 9 | – | – |
| Shard of Purity | – | – | 38 | – | – | – | – |
| Silver Veil | – | – | – | – | 16 | – | 16 |
| Silvite Ring | – | – | 5 | – | – | – | 5 |
| Skull Cap | 24 | – | – | – | 24 | – | – |
| Skyseer Goggles | – | 5 | – | – | – | – | – |
| Slayer Ring | – | 10 | 8 | – | 8 | 8 | – |
| Stealth Ring | – | – | – | 10 | – | 10 | – |
| Thief's Aura | – | – | 2 | 10 | – | – | – |
| Throkryn's Scale | 10 | – | – | – | – | – | – |
| Thryllak's Scale | 36 | – | – | – | – | – | – |
| Unseen Hand | – | – | – | 5 | – | 30 | – |
| Valuan Medallion | – | – | 5 | – | – | – | 5 |
| Vigoro's Chain | 20 | 30 | – | – | – | – | – |
| Wind Gem Ring | – | – | 5 | – | – | 30 | – |

# Ship Items

| Name | Effect |
|---|---|
| Apa Wax | Improves attack and defense for 2 turns |
| Bomb | Inflicts minor damage on an enemy ship |
| Captain's Stripe | Increases ship's maximum hit points |
| Complete Kit | Restores all hit points (same as sacrulen spell) |
| Concussion Bombs | Inflicts medium damage on an enemy ship |
| Crystal Ball | Sells for 1,000 gold |
| Deluxe Kit | Restores 8,000 hit points (same as sacres spell) |
| Gear Grease | Restores spirit points |
| Machine Oil | Doubles spiritual healing |
| Magic Cannon | Allows you to use offensive magic |
| Pyro Bomb | Damages enemy ship with fire |
| Repair Kit | Restores 4,000 hit points (same as sacri spell) |
| Rudder Grease | Slows spirit point use |
| Shredder Bomb | Inflicts major damage on an enemy ship |
| Speed Wax | Grants increased quickness for 1 turn |

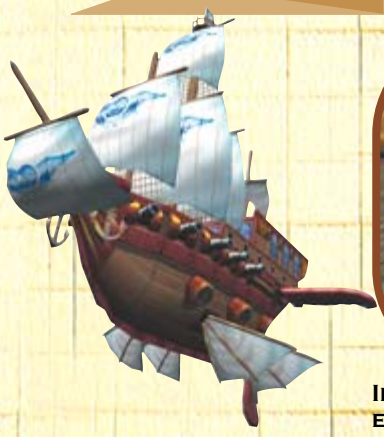
# Magic Items

| Name | Effect |
|---|---|
| Abirik Cham | Instantly evolves Cupil |
| Aura of Valor | Raises spirit points for fight |
| Black Map | Leads enemy creatures to user and improves chances for first strike |
| Chalice of Blood | Sells for 5,000 gold |
| Cham | Slowly evolves Cupil |
| Chom | Returns to you all chams given to Cupil |
| Constitution Ring | Grants immunity against all ailment spells |
| Crystalen Box | Casts crystalen spell multiple times |
| Crystales Box | Casts crystales spell multiple times |
| Curia Crystal | Cures 1 character of all adverse effects except unconsciousness |
| Defensive Aura | Makes wearer invulnerable to normal attacks |
| Dexus Seed | Increases a character's agile points by 1 |
| Driln Box | Casts driln spell multiple times |
| Electri Box | Casts electri spell multiple times |
| Electrum Box | Casts electrum spell multiple times |
| Glyph of Might | Increases power for 1 character |
| Glyph of Speed | Increases quickness for 1 character |
| Gold Pollen | Sells for 5,000 gold |

# Magic Items

| Name | Effect |
|---|---|
| Golden Mask | Sells for 2,000 gold |
| Healing Salve | Regenerates health for 1 character |
| Icyl Seed | Increases a character's will by 3 |
| Ilchymix | Restores party's hit points and magic points (can't use in combat) |
| Kite Ray | Sells for 5 gold |
| Magic Dew | Restores 10 magic points to a single character |
| Magic Droplet | Restores 1 magic point to a single character |
| Magus Seed | Increases a character's maximum magic points by 1 |
| Moonberry | Is necessary for learning special moves |
| Panika Box | Casts panika spell multiple times |
| Paranta Seed | Increases a character's power by 3 |
| Polly's Special | Restores all hit points and magic points (can't use in combat) |
| Pyri Box | Casts pyri spell multiple times |
| Pyrum Box | Casts pyrum spell multiple times |
| Red Sardis | Sells for 10 gold |
| Risan Crystal | Increases chance of reviving 1 character to half hit points |
| Riselem Box | Casts riselem spell multiple times |
| Riselem Crystal | Revives 1 character to full hit points |
| Sacres Crystal | Restores 1,000 hit points to a single character |
| Sacri Box | Casts sacri spell multiple times |
| Sacri Crystal | Restores 500 hit points to a single character |
| Sacrulen Box | Casts sacrulen spell multiple times |
| Sacrulen Crystal | Restores 1 character to full hit points |
| Sacrum Crystal | Heals all party members for 1,000 hit points |
| Sky Sardis | Sells for 1 gold |
| Slipara Box | Casts slipara spell multiple times |
| Soul Crystal | Sells for 3,000 gold |
| Stealth Ray | Sells for 50 gold |
| Sylenis Box | Casts sylenis spell multiple times |
| Sylph Seed | Increases a character's quickness by 3 |
| Thermo Ring | Gives resistance to red and purple magic |
| Unholy Dagger | Sells for 4,000 gold |
| Urala's Lunch | Restores all hit points and magic points (can't use in combat) |
| Vidal Seed | Increases a character's maximum hit points by 30 |
| Warrior's Heart | Restores spirit points |
| Wevlen Box | Casts wevlen spell multiple times |
| Wevles Box | Casts wevles spell multiple times |
| White Map | Increases chance of enemies running away |
| Windsong Orb | Sells for 6,000 gold |
| Winter Orb | Sells for 7,000 gold |
| Zaal Seed | Increases a character's vigor by 3 |

# Monsters



**Innocent-looking monsters can become threats if you don't quickly eliminate them.**

More monsters exist in ***Skies of Arcadia Legends*** than gold in the Valuan treasure vaults. Most regions contain half a dozen to a dozen new monsters to combat, each with particular strengths and weaknesses you must learn to combat. Whether battling a yellow stonebeak near Nasr or a green mantoid beneath Mount Kazai, if you don't choose the correct weapon color or shoot off the wrong spell, the monsters collect experience for pirate kills.

## Magic Colors

**A monster's color is displayed around its icon on the battle screen.**

Monsters match one of the six magic colors: green, red, blue, purple, yellow, or silver. To identify a monster's color, look for the square border around the monster's picture in combat mode. Once you know a monster's color, you can easily figure out its weakness and in the case of spellcasters, the type of magic that it throws your direction.

**Change your weapon color to increase the damage against the appropriate monsters.**

The amount of damage a monster takes depends on the color of your weapon. For example, a green grapor takes more damage versus a purple weapon or purple spell (such as Crystalum), and less from red sources. Blue takes a pounding from red and yellow, defending well against green and purple. Red likes to attack green and purple, but has a tough time against its own color and blue. Purple racks up points against blue and red and falls short versus green and purple. Yellow owns green and silver; against blue and yellow, it's less than stellar. Finally, silver is consistently average versus most colors, except for yellow (more) and silver (less).

**Monsters in a similar region of the world tend to be of like color.**

Always pay attention to the region of the world you're in. For instance, most of the monsters in the Lands of Ice are purple, so don't use green weapons or spells such as Noxus against them. When in doubt, go with silver. If you're not sure, silver inflicts normal or greater damage in all creature match-ups except against another silver.

Monsters cast offensive and defensive spells on themselves.

## Monster Attack Chart

| Your Attack | Versus Green | Versus Blue | Versus Red | Versus Purple | Versus Yellow | Versus Silver |
|---|---|---|---|---|---|---|
| Green | Average | More | Less | More | Less | Average |
| Blue | Less | Average | More | Less | More | Average |
| Red | More | Less | Less | More | Average | Average |
| Purple | Less | More | More | Less | Average | Average |
| Yellow | More | Less | Average | Average | Less | More |
| Silver | Average | Average | Average | Average | More | Less |

## Bosses

Expect boss monsters to be super tough.

Monsters you must beat to advance the story line, or monsters that only show up once in a given area, are considered bosses. Bosses reward you with more experience, gold, and unique magic items when you conquer them. The most dangerous battles come from bosses, not random encounters.

# How to Use the Charts

To know how much damage a monster inflicts, look up the enemy in this chapter.

The monster chart is helpful for the next fight. Simply look up the monster(s) you're fighting, listed in alphabetical order, to access the monster's color, location, primary attack, and hit points.

A marocca, for example, is a blue creature that likes to frolic in the Mid Ocean. It attacks with an Ink Cloud that deals 65 points on average, and the marocca suffers 85 hit points worth of damage before kicking the bucket.

Don't mess with the tougher monsters at anything but full strength.

You need a new occupation if you get this close to too many monsters.

Keep in mind that monsters have many attack forms. Some cast spells prior to attacking physically, such as an Increm spell to enhance statistics. The listed attack is the one the monster employs most often or is its most dangerous weapon. Damage varies depending on the type of armor you wear and your level. In a creature species, hit points may vary, so we list the average hit points for creatures of that type.

So the next time a drogerp blasts away with an eerie wail, you know exactly what to expect.

# Monsters

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Alusphere | Blue | Mount Kazai | Laser Cannon (310 points; petrify) | 1,200 |
| Antonio | Yellow | Alfonso's battleship | Thunder of Fury (200 points) | 575 |
| Antonio 2 | Yellow | Moon Stone Mountain | Thunder of Fury (800 points) | 5,300 |
| Arclooper | Purple | Lands of Ice | Fire Breath (285 points) | 140 |
| Assassin | Blue | Galcian's ship | Invisible Strike (450 points) | 800 |
| Azbeth | Blue | Nasr airspace | Eterni (instant death) | 140 |
| Baltor | – | Sailors' Island | Ship Battle | Ship Battle |
| Baroo | Red | Daccat's Island | Bite (170 points) | 110 |
| Barta | Silver | Maramba | Legendary Punch (2,300 points) | 8,500 |
| Basallish | Red | Catacombs | Bite (90 points) | 75 |
| Berserker | Yellow | Dangral Island | Machine Gun (425 points) | 1,000 |
| Bleigock | Green | Catacombs | Frost Breath (200 points area effect) | 4,800 |

Alusphere

Antonio

Antonio 2

Arclooper

Assassin

Azbeth

Baltor

Baroo

Barta

Basallish

Berserker

Bleigock

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Burocca | Blue | Frontier Lands | Ink Cloud (165 points) | 240 |
| Carnilak | Blue | Maw of Tartas | Thrust (450 points) | 2,300 |
| Centralk | Blue | Daccat's Island | Bite (175 points) | 350 |
| Cerosik | Purple | Glacia | Crystalum (340 points) | 700 |
| Crylbeast | Green | Mount Kazai | Bite (245 points) | 310 |
| Crylhound | Green | Catacombs | Jump (50 points) | 125 |
| Death Hound | Green | Sailors' Island Airspace | Leap (250 points) | 4,000 |
| Death's Head | Green | Temple of Pyrynn | Stone Breath (310 points; turns to stone) | 525 |
| Defender | Yellow | Galcian's ship | Sword Blast (400 points) | 1,100 |
| Delvax | Silver | Soltis | Laser (250 points) | 200 |
| Delzool | Green | Dark Rift dungeon | Eternes | 300 |
| Destra | Purple | Daccat's Island | Tundra Blast (600 points area effect) | 4,500 |

Burocca

Carnilak

Centralk

Cerosik

Crylbeast

Crylhound

Death Hound

Death's Head

Defender

Delvax

Delzool

Destra

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Destroyer | Yellow | Grand Fortress gate | Call Allies | 250 |
| Digger | Yellow | Moonstone Mountain | Chain Cannon (195 points) | 375 |
| Dolthstra | Purple | Glacia | Black Breath (465 points) | 3,500 |
| Dorntak | Silver | Soltis | Robotic Claw (250 points) | 800 |
| Dracolurg | Purple | Maw of Tartas | Frost Breath (900 points area effect) | 5,300 |
| Dracoslyth | Red | Soltis | Terrible Bite (950 points) | 6,200 |
| Dralkor Tank | Red | Grand Fortress inside | Wheel Blast (1,500 points area effect) | 8,000 |
| Dralnog | Green | Catacombs | Eterni (instant death) | 90 |
| Drogerp | Purple | Dark Rift | Eerie Wail (550 points area effect) | 1,400 |
| Dung Fly | Blue | Temple of Pyrynn | Driln, Call Allies | 120 |
| Durel Beetle | Blue | Nasr airspace | Driln, Call Allies | 120 |
| Eliminator | Silver | Dangral Island | Blaster (1,500 points area effect) | 20,500 |

Destroyer

Digger

Dolthstra

Dorntak

Dracolurg

Dracoslyth

Dralkor Tank

Dralnog

Drogerp

Dung Fly

Durel Beetle

Eliminator

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Elite Guard | Yellow | Dangral Island | Poison Gas (800 points area effect; poison) | 600 |
| Elooper | Green | Ixa'taka airspace | Spit Fire (145 points) | 90 |
| Enforcer | Yellow | Maw of Tartas | Sword Strike (255 points) | 650 |
| Executioner | Yellow | Catacombs | Tackle (1,000 points) | 1,800 |
| Feralisk | Green | Daccat's Island | Leap (290 points) | 210 |
| Ferlith | Green | Rixis | Jump (165 points) | 320 |
| Flat Fiend | Purple | Dark Rift dungeon | Bubble Blast (225 points) | 225 |
| Flestik | Blue | Shrine Island | Bite (85 points) | 40 |
| Florast | Purple | Dark Rift dungeon | Smoke Blast (270 points; confusion) | 175 |
| Flyst | Purple | Dark Rift dungeon | Noxus (225 points area effect; poison) | 375 |
| Frost Worm | Purple | Glacia | Eternal Freeze (550 points area effect) | 2,300 |
| Galcian | Yellow | Galcian's ship | Terminal (3,500 points) | 21,500 |

Elite Guard

Elooper

Enforcer

Executioner

Feralisk

Ferlith

Flat Fiend

Flestik

Florast

Flyst

Frost Worm

Galcian

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Garagor | Purple | Soltis | Massive Bite (575 points) | 4,500 |
| Ghastling | Green | Mid Ocean | Hit Point Absorb (130 points) | 20 |
| Ghrost | Green | Yafutoma airspace | Color Rings (250 points) | 100 |
| Golooper | Blue | Mount Kazai | Fire Blast (250 points) | 120 |
| Gordo | Red | North Ocean | Loqua Spray (600 points area effect) | 2,000 |
| Gordo the Round | — | Ixa'taka Airspace | Bad Breath (1,000 points) | 2,000 |
| Grapor | Green | deserted island | Color Blast (160 points) | 120 |
| Graver | Green | South Ocean | Eternum (instant death) | 160 |
| Grouder | Purple | Mid Ocean | Eerie Wail (160 points area effect) | 250 |
| Guard | Yellow | Alphonso's battleship | Club (35 points) | 30 |
| Guardian | Silver | Soltis | Blaster (1,500 points) | 4,000 |
| Hopril | Silver | Soltis | Laser Blast (1,100 points; petrify) | 700 |

Garagor

Ghastling

Ghrost

Golooper

Gordo

Gordo the Round

Grapor

Graver

Grouder

Guard

Guardian

Hopril

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Hunter | Silver | Soltis | Laser (825 points) | 150 |
| Hydra Elite | Yellow | Galcian's ship | Death Tackle (2,200 points) | 1,500 |
| Imezl | Green | Dark Rift | Pollen Blast (200 points) | 250 |
| Iridzu | Green | Dark Rift | Bite (225 points) | 400 |
| Jao | Blue | Yafutoma airspace | Irnagun (1,200 points | 2,700 |
| Jellikra | Blue | Yafutoma airspace | Toxic Blast (200 points; poison) | 425 |
| Jynnus | Blue | Valuan airspace | Light Streak (260 points) | 225 |
| Kanezl | Green | Frontier Lands | Lightning Strike (465 points) | 350 |
| Kantor | Yellow | Grand Fortress gate | Thunder of Fury (1,200 points) | 2,700 |
| Kilite | Purple | Lands of Ice | Peck (300 points) | 125 |
| Langry | Blue | Ixa'taka airspace | Color Wave (140 points) | 150 |
| Loopalon | Red | Nasr airspace | Increm | 65 |

Hunter

Hydra Elite

Imezl

Iridzu

Jao

Jellikra

Jynnus

Kanezl

Kantor

Kilite

Langry

Loopalon

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Looper | Silver | Mid Ocean | Pyri (50 points) | 40 |
| Lord Bane | Red | Soltis | Explosive Powder (2,200 points area effect) | 15,000 |
| Lucich | Green | Moonstone Mountain | Self-destruct (550 points) | 160 |
| Lurgel Tank | Yellow | Dangral Island | Machine Gun (550 points) | 3,500 |
| Lurker | Green | Frontier Lands | Color Swirl (235 points) | 200 |
| Mad Chef | Red | North Ocean | Frying Pan (265 points) | 500 |
| Mage Warden | Yellow | Grand Fortress gate | Sylenis | 550 |
| Magma Tiki | Red | Temple of Pyrynn | Lava Storm (175 points area effect) | 320 |
| Mantoid | Green | Mount Kazai | Terrible Bite (550 points) | 1,400 |
| Mao | Blue | Yafutoma airspace | Tatatimorutto (1,200 points) | 2,700 |
| Marauder | Yellow | Galcian's ship | Metallic Claws (450 points) | 1,200 |
| Marocca | Blue | Mid Ocean | Ink Cloud (65 points) | 85 |

Looper

Lord Bane

Lucich

Lurgel Tank

Lurker

Mad Chef

Mage Warden

Magma Tiki

Mantoid

Mao

Marauder

Marocca

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Medullizk | Blue | Lands of Ice | Bubble Spray (140 points) | 550 |
| Mind Stealer | Green | Catacombs | Foul Breath (140 points) | 290 |
| Mine Patrol | Yellow | Moonstone Mountain | Crystales (230 points) | 300 |
| Muraji | Blue | Delphinus | Increm | 3,300 |
| Nadnarb | Blue | Maw of Tartas | Stone Ooze (petrify) | 275 |
| Nairad | Blue | Maw of Tartas | Stone Ooze (petrify) | 400 |
| Officer | Yellow | Grand Fortress jail | Bolt (275 points) | 550 |
| Patrol Guard | Yellow | Upper City | Club (145 points) | 200 |
| Piastol | Blue | Sailors' Island Airspace | Tempest Dance (2,500 points) | 8,700 |
| Pinalisk | Green | Ixa'taka airspace | Fatigue Breath (275 points) | 325 |
| Polraxis | Green | Rixis | Laser (285 points) | 200 |
| Que'lak | Red | Rixis | Spark Breath (230 points) | 300 |

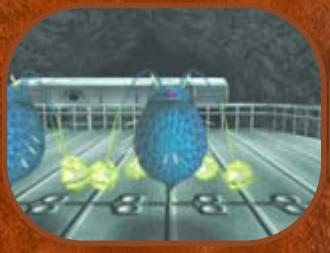
Medullizk

Mind Stealer

Mine Patrol

Muraji

Nadnarb


Nairad

Officer

Patrol Guard

Piastol

Pinalisk

Polraxis

Que'lak

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Ramirez | Silver | Crescent Isle Village | Silver Eclipse (2,100 points area effect) | Infinite |
| Ramirez | Silver | Soltis | Silver Tundra (3,000 points) | 22,000 |
| Ramirez Thing | Silver | Soltis airspace | Silver Nightmare (controls a character for a round) | 25,000 |
| Razorbeak | Yellow | Valuan airspace | Fatigue Breath (495 points) | 600 |
| Red Guard | Red | Delphinus | Grenade (600 points area effect) | 800 |
| Rik'talish | Green | Rixis | Feather Slash (1,000 points area effect) | 6,800 |
| Rokwyrm | Red | Temple of Pyrynn | Volcanic Blast (500 points area effect) | 4,200 |
| Roseln | Blue | Ixa'taka airspace | Pollen Blast (310 points) | 900 |

Ramirez (Crescent)

Ramirez (Soltis)

Ramirez Thing

Razorbeak

Red Guard

Rik'talish

Rokwyrm

Roseln

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Royal Guard | Yellow | Upper City | Electres (270 points) | 620 |
| Rupee Larso | Silver | Maramba | Berserk Rupee (7,000 points) | 7,200 |
| Salamander | Red | Temple of Pyrynn | Flame Breath (150 points) | 150 |
| Scorfly | Purple | Nasr airspace | Dart Attack (110 points) | 140 |
| Scorpon | Purple | Valuan airspace | Sting (200 points) | 520 |
| Seeker | Silver | Shrine Island | Laser (275 points) | 140 |
| Sentinel | Silver | Shrine Island | Blaster (300 points) | 1,200 |
| Sentry | Yellow | Dangral Island | Laser (300 points) | 700 |

Royal Guard

Rupee Larso

Salamander

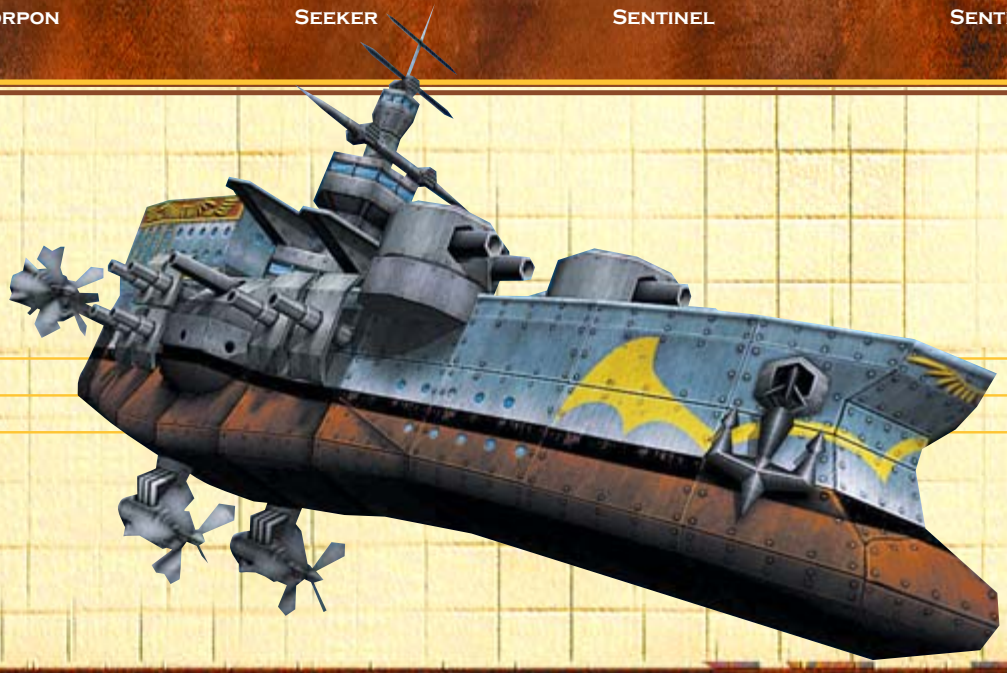
Scorfly

Scorpon

Seeker

Sentinel

Sentry



| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Serpantis | Green | Moonstone Mountain | Pyres (150 points area effect) | 1,000 |
| Shadow | Blue | Crescent Isle Village | Death Strike (350 points) | 1,200 |
| Shock Troop | Yellow | Grand Fortress jail | Poison Gas Bomb (500 points area effect) | 275 |
| Shrilp | Red | Maw of Tartas | Fire Blast (500 points) | 1,900 |
| Sinistra | Red | Daccat's Island | Explosion (600 points area effect) | 4,500 |
| Slithar | Red | Mount Kazai | Pyrum (250 points area effect) | 230 |
| Slothstra | Purple | Rixis | Confusion Claws (300 points) | 2,400 |
| Soldier | Yellow | Alphonso's battleship | Sword (45 points) | 55 |

Serpantis

Shadow

Shock Troop

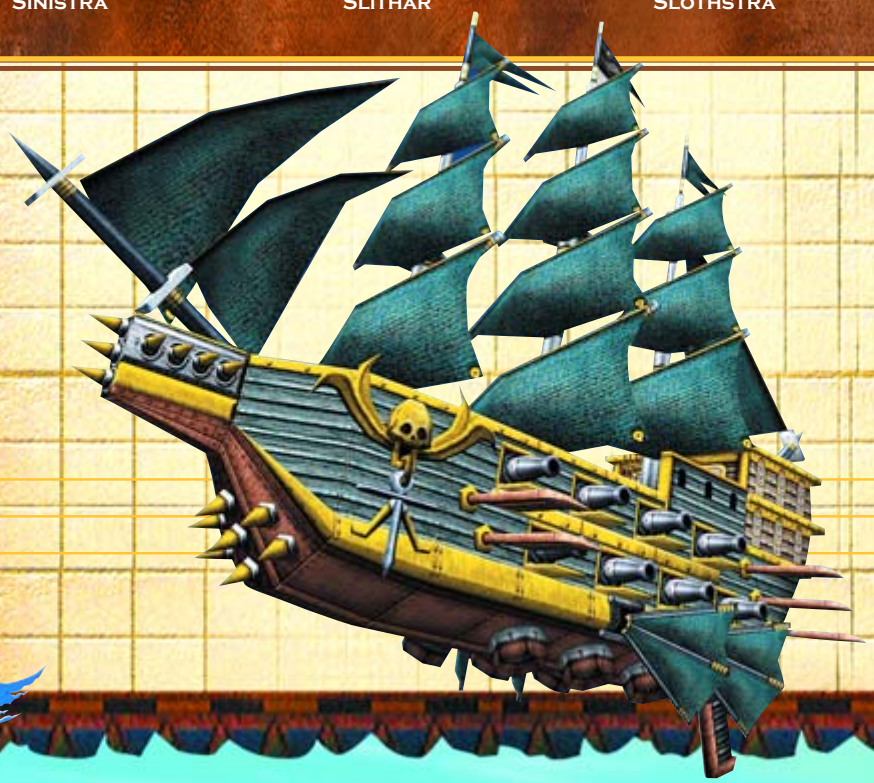
Shrilp

Sinistra

Slithar

Slothstra

Soldier



| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Sorcerer | Yellow | Galcian's ship | Electrulen (800 points area effect) | 850 |
| Spell Warden | Yellow | Catacombs | Crystali (180 points) | 480 |
| Sphyrus | Blue | Mount Kazai | Shooting Spike (245 points) | 550 |
| Stalk Fiend | Green | Maw of Tartas | Bubble Blast (300 points) | 400 |
| Stonebeak | Yellow | Nasr airspace | Flying Talons (210 points) | 425 |
| Telsor | Silver | Soltis | Laser (850 points) | 300 |
| Tenkou | Blue | Tenkou Island | Sword Strike (300 points) | 700 |
| Thorkryn | Blue | Mid Ocean | Needle Storm (450 points) | 125 |

Sorcerer

Spell Warden

Sphyrus

Stalk Fiend

Stonebeak

Telsor

Tenkou

Thorkryn

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Thryllak | Blue | Valuan airspace | Needle Storm (1,000 points) | 300 |
| Tortigar | Blue | Mount Kazai | Ice Storm (900 points area effect) | 10,000 |
| Totelm | Red | Rixis | Laser Burst (100 points) | 75 |
| Tsirat | Purple | Catacombs | Electri (130 points) | 50 |
| Tsorok | Blue | Ixa'taka airspace | Electres (210 points to adjacent enemies) | 120 |
| Tsurak | Blue | Dark Rift | Color Spray (200 points) | 250 |
| Valgand | Purple | Lands of Ice | Stab (300 points) | 175 |
| Varkris | Green | Ixa'taka airspace | Beak Attack (165 points) | 225 |

Thryllak

Tortigar

Totelm

Tsirat

Tsorok

Tsurak

Valgand

Varkris

| Name | Color | Location | Main Attack | Hit Points |
|---|---|---|---|---|
| Veltarn | Purple | Glacia | Avalauncher (1,800 points area effect) | 12,000 |
| Vigoro | Red | Grand Fortress jail | Vigoro's Charm (confuses Aika) | 5,500 |
| Vigoro | Red | Dangral Island | Random Fire (2,000 points area effect) | 14,000 |
| Walrenk | Purple | Daccat's Island | Crystales (280 points) | 450 |
| Yafutoma Soldier | Blue | Delphinus | Wind Slash (500 points area effect) | 800 |
| Yulooper | Yellow | Valuan airspace | Run Away | 100 |
| Zivilyn Bane | Red | Daccat's Island | Burst (1,100 points) | 1,900 |
| Zivilyn Bane | Red | Dark Rift dungeon | Burst (1,500 points area effect) | 4,800 |
| Zivilyn Bane | Red | Glacia | Burst (1,800 points area effect) | 5,600 |
| Zivilyn Bane | Red | Grand Fortress inside | Burst (1,200 points area effect) | 4,000 |
| Zivilyn Bane | Red | Mount Kazai | Burst (1,600 points area effect) | 5,200 |
| Zivilyn Bane | Red | Rixis | Burst (900 points area effect) | 3,250 |
| Zivilyn Bane | Red | Soltis | Burst (2,000 points area effect) | 8,500 |

Veltarn

Vigoro (Dangral)

Vigoro (Grand Fortress)

Walrenk

Yafutoma Soldier

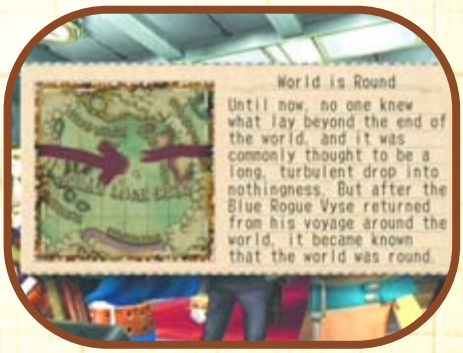
Yulooper

Zivilyn Bane

# DISCOVERIES

THE PIRATE'S GRAVE WILL BE ONE OF YOUR FIRST DISCOVERIES.

Unlike most voyages, which cost a small fortune to hire crew, feed passengers, and keep up with repairs on the ship, the more you explore in ***Skies of Arcadia Legends***–and consequently, the more discoveries you acquire–the wealthier you become.


World is Round
Until now, no one knew what lay beyond the end of the world, and it was commonly thought to be a long, turbulent drop into nothingness. But after the Blue Rogue Vyse returned from his voyage around the world, it became known that the world was round.

SOME DISCOVERIES, SUCH AS THE WORLD IS ROUND, HAPPEN AUTOMATICALLY AS PART OF THE GAME'S STORY LINE.

Discoveries include landmarks, statues, places, butterflies, you name it. Until you discover the item, it's only a legend. Once you report the find to the local sailors' guild, however, the discovery becomes history, and you collect a healthy sum for your troubles. The Guidestones might only pay 40 gold, but a discovery such as the Mystic Orchard pays out 9,800 gold. Find sailors' guilds in all major cities; but they can be scarce when you're on the quest for moon crystals.

YOU CAN'T FIND THE GATES OF RIXIS WITHOUT FIRST LOCATING THE GOLDEN MAN AND GREAT BIRD.

Not all discoveries sit on islands for you to find. Some are invisible, while others are either high above the clouds or underneath the continents. Some even move around at high speeds, and you can only catch them if you know where to look. If you know a discovery lies in the immediate area, wait for the compass to spin wildly (the sure sign of a discovery) or press Ⓐ over every prime location. With only one exception, you can only locate a discovery while flying around in your ship.

Black Moon Stone
This rare, Black Moon Stone holds tremendous power. It can turn positive energy to negative, and vice versa, but a practical application for this ability has not been found. There are rumors of a lost Black Moon, but the truth remains unknown.

THE BLACK MOON STONE LIES IN THE HEART OF THE DARK RIFT.

For those of you anxious to explore the entire world, 88 discoveries exist in all. Good luck tracking them down. Some, such as the Moon Hamachou, which you can only gain from feeding 24 moonfish to Maria's bird on Doc's ship, make fighting Ramirez look like a pottery class.

THE GRIEVING PRINCE LIES SOUTH OF YAFUTOMA IN A SELDOM-TRAVELED SECTION OF THE WORLD.

# Discoveries

| Name | Map Location | Description |
|---|---|---|
| Pirate's Grave | 1 | Find this island near the waterfall to the north of Pirate's Isle. The sailors' guild pays 120 gold. |
| Guidestones | 2 | Look for a small island due north of Sailors' Island. The sailors' guild pays 40 gold. |
| Sky Coral | 3 | This discovery floats in the air behind a pair of smaller islands east of Shrine Island. The sailors' guild pays 680 gold. |
| Silver Moon Pit | 4 | Locate this to the east of Shrine Island on the side of a barren mountain. The sailors' guild pays 1600 gold. |
| Topple Rocks | 5 | Detect Topple Rocks on the side of a mountain near Maramba. The sailors' guild pays 160 gold. |
| Wandering Lake | 6 | Observe this floating lake above the Maramba desert. The sailors' guild pays 400 gold. |
| Oasis | 7 | Find the Oasis in the middle of the desert southeast of Maramba. The sailors' guild pays 500 gold. |
| Sandfalls | 8 | Head up into the sky way above Maramba, and look for an island. The sailors' guild pays 680 gold. |
| Temple of Pyrynn | 9 | Easily spot the temple east of Maramba. |
| Beak Rock | 10 | Detect Beak Rock on the western side of a large island in the South Ocean. Located just west of the Sky Anemone. The sailors' guild pays 800 gold. |
| Sky Anemone | 11 | In the South Ocean, look for an island to the south of the whirlwinds. The sailors' guild pays 720 gold. |
| Ixa'taka | 12 | Discover Ixa'taka automatically after crossing the South Ocean. The sailors' guild pays 220 gold. |
| Garpa Fruits | 13 | Search the roots underneath Horteka. The sailors' guild pays 180 gold. |
| The Great Bird | 14 | Locate in the middle of the jungle on the island near the King's Hideout. The sailors' guild pays 240 gold. (part of the discoveries necessary to find Rixis) |
| The Golden Man | 15 | Look for this discovery on the plateau immediately to the west of the King's Hideout. The sailors' guild pays 240 gold. (part of the discoveries necessary to find Rixis) |
| Gates of Rixis | 16 | Follow where the Great Bird's peak points. Locate the gates at the base of the mountain after discovering the Golden Man and Great Bird. The sailors' guild pays 600 gold. |
| Ixa'takan Palace | 17 | Discover the palace due south of the Golden Man, amidst some ground rocks. The sailors' guild pays 240 gold. |
| Ixa'ness Village | 18 | Head southwest of Horteka, and search the nearby island. The sailors' guild pays 1,200 gold. |

| Name | Map Location | Description |
|---|---|---|
| Mysterious Rings | 19 | Find this invisible island in the North Sea near the large Valuan net that shows up at the beginning of the game. The sailors' guild pays 950 gold. |
| Will O' Wisps | 20 | Look in the woods on a small island north of the Iron Gate. The sailors' guild pays 1,900 gold. |
| Roc's Nest | 21 | Discover on an island west of the Mysterious Rings. The sailors' guild pays 2,200 gold. |
| The Giant Throne | 22 | Search through the eastern islands in the North Ocean. The sailors' guild pays 1,600 gold. |
| Lighthouse Ruins | 23 | Look for the ruins on an island between the Iron Gate and Valua. The sailors' guild pays 1,700 gold. |
| Ancient Palace | 24 | Head southeast of the Valuan Capital, and search on the ground. The sailors' guild pays 3,200 gold. |
| Skull Rock | 25 | Detect Skull Rock northwest of Crescent Isle between two peninsulas. The sailors' guild pays 700 gold. |
| Stone City | 26 | Encounter the city west of the boulder wall. The sailors' guild pays 1,900 gold. |
| Ship Graveyard | 27 | Find this invisible discovery in the North Dannel Straight. The sailors' guild pays 1,500 gold. |
| Philosophy Stone | 28 | Locate the stone on a small island due north of Stone City. The sailors' guild pays 3,400 gold. |
| Balloon Flower | 29 | Detect this invisible discovery at the highest altitude due north of Skull Rock. The sailors' guild pays 8,400 gold. |
| The Lands of Ice | 30 | Notice this large landmass in the northwest section of the map. The sailors' guild pays 1,100 gold. |
| Icebird | 31 | Search the ground in the western ice field. The sailors' guild pays 3,600 gold. |
| The Frozen Giant | 32 | Head north from the small mountain in the middle of the Lands of Ice ice field. The sailors' guild pays 3,600 gold. |
| Aurora | 33 | Find Aurora over the large ice field in the Lands of Ice. The sailors' guild pays 1,100 gold. |
| The Blimp Wreck | 34 | Locate the wreck on the small island closest to the Dark Rift. The sailors' guild pays 2,100 gold. |
| Giant Squid Nest | 35 | Discover the nest north of Daccat's Island, past the Sky Rift, and above a large island with a crater in it. |
| Black Moon Stone | 36 | Detect this moon stone in the heart of the Dark Rift. The sailors' guild pays 4,200 gold. |
| Yafutoma | 37 | Automatically discover Yafutoma as part of the story line (located in the east). |

| Name | Map Location | Description |
|---|---|---|
| Uguisu's Nest | 38 | Look for the nest on a small island northeast of the Dark Rift. The sailors' guild pays 900 gold. |
| Guardian Walls | 39 | Find the walls between the Dark Rift and Yafutoma. The sailors' guild pays 480 gold. |
| Wanderbirds | 40 | Observe a flock of birds to the north of Mount Kazai. The sailors' guild pays 1,500 gold. |
| Dheerse | 41 | Look on the big island above the wall east of Yafutoma. The sailors' guild pays 950 gold. |
| Grieving Prince | 42 | Head south of Yafutoma, and search the south west part of the map near the stone reef. The sailors' guild pays 5,400 gold. |
| Spice Island | 43 | Raise your altitude and head north of Uguisu's Nest. Go past the sky rift, and search for an invisible island. The sailors' guild pays 8,800 gold. |
| Mystic Orchard | 44 | Locate this invisible island in the map's south west corner. The sailors' guild pays 9,800 gold. |
| Inverse Island | 45 | Detect this small black island northeast of Ryu-kan's Island. The sailors' guild pays 5,200 gold. |
| The World Is Round | 46 | Automatically discover this as part of the story line. The sailors' guild pays 2,800 gold. |
| Ruins of Rolana | 47 | Look for these ruins south of the Temple of Pyrynn on a small plateau where the green mountains end. The sailors' guild pays 6,000 gold. |
| Southern Cross | 48 | Head north of the Ruins of Ice, and search below the clouds. The sailors' guild pays 7,400 gold. |
| Rainbow Island | 49 | Encounter this invisible island at upper altitudes southeast of Crescent Isle. The sailors' guild pays 3,000 gold. |
| Moon Stone Lake | 50 | Observe this lake high above the clouds west of Pirate Isle. The sailors' guild pays 4,200 gold. |
| Iron Star | 51 | Find Iron Star above Rainbow Island. The sailors' guild pays 4,800 gold. |
| Alupas | 52 | Detect Alupas south of Rixis high in the clouds. The sailors' guild pays 3,200 gold. |
| Observatory | 53 | Above the clouds, search a plateau south of Rixis. The sailors' guild pays 5,200 gold. |
| Dancing Lights | 54 | Look for Dancing Lights underneath Valua near the Maw of Tartas entrance. The sailors' guild pays 800 gold. |
| The Mother Tree | 55 | Locate this tree on an island south of Tenkou Island, high in the clouds. The sailors' guild pays 6,400 gold. |
| The Ghost Ship | 56 | Find this circling ship above the Dark Rift. The sailors' guild pays 700 gold. |
| Flutterflies | 57 | Observe a pack of butterflies in the clouds above Sailors' Island. The sailors' guild pays 15,200 gold. |

| Name | Map Location | Description |
|---|---|---|
| Eclipse Point | 58 | In the northern part of Looper Ocean, hit Ⓐ when the sky darkens. The sailors' guild pays 12,200 gold. |
| Looper's Nest | 59 | Locate the nest on a cliff north of King's Hideout. The sailors' guild pays 11,000 gold. |
| Flying Machine | 60 | Head northwest of Pirate Isle, and search below the clouds. The sailors' guild pays 7,600 gold. |
| Valuan Wreckage | 61 | Search below the clouds for an island west of Nasrad. The sailors' guild pays 12,400 gold. |
| Rabbats | 62 | These bats hang underneath the Valuan continent. The sailors' guild pays 7,000 gold. |
| Bottomless Pit | 63 | Find this invisible discovery west of Shrine Island and below the clouds. The sailors' guild pays 9,600 gold. |
| Ancient Fish | 64 | Discover Ancient Fish below the clouds west of the Giant Squid Nest. The sailors' guild pays 8,600 gold. |
| Star Sand | 65 | Detect Star Stand on the opposite side of the peninsula where Esparanza lies. |
| Maroon Isle | 66 | Immediately discover this big island at the beginning of South Ocean after you learn to fly for the first time aboard the Albatross. |
| Comma Rock | 67 | This discovery moves around a certain range inside the South Ocean. |
| Turtula Pole | 68 | Locate this island to the north of Moon Stone Mountain in Ixa'taka. |
| Wings of Gold | 69 | Search the southern part of Horteka Island. |
| Giant's Hammer | 70 | Find this small island to the north of the Dobra Restaurant in the North Ocean. |
| Tricyclone | 71 | Tricyclone moves around the large area to the south of Dobra Restaurant. |
| Map of Ages | 72 | Search in the Nasr area near Nasrad. |
| Balloon Seed | 73 | Look for Ballon Seed moving around a certain range surrounding Crescent Isle. |
| Ice Lens | 74 | Detect this at the foot of the mountain in the western section of the Lands of Ice. |
| Paper Airship | 75 | This discovery moves around the large area to the north of the Lands of Ice. |
| Mirage Island | 76 | In the southwest section of Valua, check at normal and high altitudes. |
| Ryuguu Turtle | 77 | Locate the turtle high above the northeast part of the Yafutoma. |
| Sky Ladder | 78 | Find the Sky Ladder on the summit of a high mountain in northern Valua. |
| Ryuguu Island | 79 | Observe this island northeast of the Yafutoma. |

| Name | Map Location | Description |
|---|---|---|
| Tomb of Ice | 80 | Encounter the tomb on the summit of the highest mountain in the east of the Lands of Ice. |
| Stone Lover | 81 | Notice this small island below the clouds west of Yafutoma. |
| Deep Iron Star | 82 | This discovery moves around the large area to the south of the Yafutoma. |
| Sky Train | 83 | Search for it high above Esparanza. |
| Flying Flail | 84 | Flying Flail moves at high speeds above the Valuan continent. |
| Rolling Stone | 85 | Look for the Rolling Stone, moving around the large area surrounding the Salgassau. |
| Deep Snow | 86 | Deep Snow alternately emerges every 30 seconds at three locations in the north of the Lands of Ice. |
| Longline | 87 | Locate Longline hidden in a secluded region, near the Elmo's nest. |
| Moon Hamachou | 88 | Find this discovery after feeding 24 moonfish to Maria's bird on Doc's ship. |

# COMBAT

After 50 game hours of training, your combat skills will be honed finer than those of a decorated veteran. Until that time, though, you must follow basic tenets of fighting, or the monsters will get the best of you. The next time you fight a dracoslyth, don't just press any ol' button–work with your party, and form a coherent battle plan. Defense and smart tactics beat brute force any day.

SUPER MOVES FORM YOUR MOST DEADLY ATTACKS.

## Basic Combat Skills

MOST OF YOUR MONSTER ENCOUNTERS OCCUR RANDOMLY FROM SAILING THE AIRWAYS.

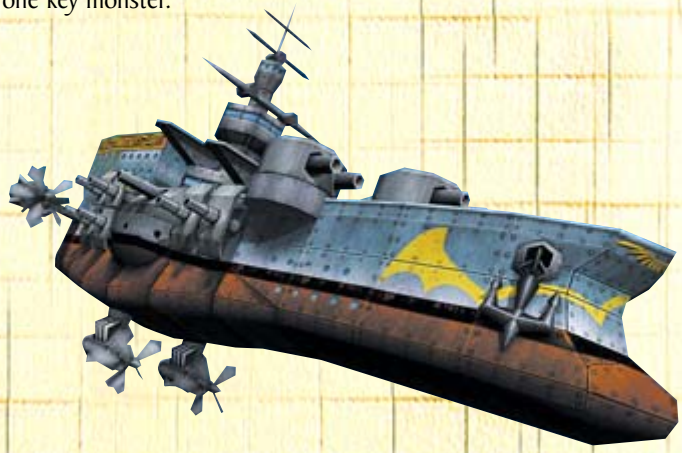
Certain characters deal damage better than others. You soon find that Vyse, Drachma, Gilder, and to some extent, Enrique, are the heavy hitters. They can take a beating and hand one out. As soon as you find moonberries, upgrade their super moves to take advantage of their massive damage potential. You won't proceed far against tougher monsters without Vyse's Pirates' Wrath.

MAIN VILLAINS SUCH AS ALFONSO CALL THE SHOTS, BUT YOU MUST DEAL WITH MONSTERS, SUCH AS THE ASSASSIN, THE MOST.

Also gain Aika's Lambda Burst as soon as you can for convenience. Frequently, monsters lower than your experience level assault you, especially when you trigger random encounters on your ship. These monsters can't harm you, but they take a while to dispatch. One Lambda Burst can clear the board, getting you on your way that much sooner. While you build up for Lambda Burst, use Aika's Alpha Storm as a lesser-powered substitute.

BE CAREFUL OF AREA EFFECT ATTACKS THAT DAMAGE SOME OR ALL OF YOUR CHARACTERS.

In a pinch, Vyse can shoot off a Rain of Swords for the same effect. In most cases, use Vyse to attack the most powerful target. If you save up that much spirit, use Cutlass Fury or Pirates' Wrath on that one key monster.

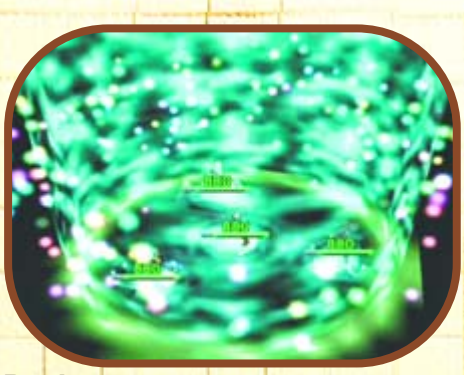


**ONCE YOU BUILD YOUR DEFENSIVE SKILLS HIGH ENOUGH, YOU CAN COUNTERATTACK WITH DEADLY ACCURACY.**

In the heat of battle, think defense first. Guard if your character lies on the threshold of unconsciousness. This defensive maneuver isn't a wasted turn–sometimes you counterattack from a guarded position just as effectively as your normal attack. Always heal when your characters are low. Keep your characters near their maximums to avoid being surprised by a catastrophic attack that wipes out the whole crew in a single blow.

**A SPELL SUCH AS SYLENIS SHUTS DOWN ENEMY SPELLCASTERS FOR SEVERAL ROUNDS.**

For defense, first raise your green magic experience. The healing spells in green are superb, and Sacrum will save your life more than once when it brings the whole party up from the brink. In the early game, stock up on as many Sacri, Sacrum, and Sacrulen crystals as you can hold (99 is the max).



**DON'T WORRY ABOUT BUILDING YOUR OFFENSE RIGHT AWAY. WORK ON YOUR HEALING SKILL FIRST.**

How do you accelerate in green? Set Aika's weapon color to green, and leave it there. Now every fight improves her green magic, getting you those healing spells faster.

Doing this brings up the idea of using a weapon color to inflict maximum damage on a creature or improve your school of magic. Early in the game, you must match your weapon colors to the monsters' weaknesses (except for Aika). Weak as you are at the start, you need the extra damage inflicted on the monsters to survive. Later, when you face boss monsters, use the same technique.

**VYSE IS YOUR MAIN ATTACKER, SO BUILD UP HIS SUPER MOVES BEFORE DRACHMA'S, GILDER'S, OR ENRIQUE'S.**

Once you gain enough experience to feel confident against average monsters, switch the weapon colors to train in a specific color, and leave it there. For example, you may keep Aika in green for healing, Vyse in purple for ice-based spells, and Fina in yellow for electric-based spells.

**ONCE YOUR HEROES ARE POWERFUL ENOUGH, SPREAD OUT YOUR ATTACKS SO YOU CAN DECIMATE THE ENEMY FASTER.**

# Battle Formations

PAY ATTENTION TO EACH MONSTER'S COLOR TO MAXIMIZE DAMAGE.

Depending on your foe and your state of health, you can rely on several standard battle formations. These help you maximize the threat potential against the enemy while reducing the risk.

DON'T THINK YOUR CHARACTER IS SAFE HIDING IN THE BACK. ALL MONSTERS AND CHARACTERS HAVE BUILT-IN RANGED ATTACKS.

## Shield Barrier

If the majority of your foes deal only physical damage, throw up Vyse's Skull Shield so the whole party is invulnerable for the round. Any hits will also result in a counterattack, so you actually attack as well. Against magic wielders, try a similar tactic with Gilder's Aura of Denial.

CRITICAL HITS REDUCE THE ENEMY'S DEFENSE TO ZERO AND DEAL MAJOR DAMAGE THROUGH THE EXPOSED SIDE.

## Focus Recovery

Three party members focus each round to boost spirit. The fourth member casts a heal spell such as Sacrum or Fina's Lunar Light to restore the party's hit points. This is a great tactic against single bosses that deal out massive damage. You don't have to worry about getting overwhelmed, and once spirit climbs high enough, you can counterattack with moves such as Pirates' Wrath or Prophecy.

IF A CHARACTER TAKES A SERIOUS BLOW, HEAL IMMEDIATELY WITH SACRI SPELLS OR A HANDY SACRUM CRYSTAL TO BOOST THE WHOLE PARTY.

## Pinpoint Attack

In normal attack mode, Vyse and one other (usually Drachma, Gilder, or Enrique) go after the toughest monsters. Fina focuses for extra spirit, while Aika either backs up the group with healing or a third attack.

**Because Vyse starts with it right away, and because it's fairly potent, Cutlass Fury is your most popular super move.**

## Mass Removal

Vyse attacks the toughest monster to reduce its hit points (hopefully low enough to succumb to the upcoming spell). Two other party members focus, while Aika launches a mass-removal spell such as Alpha Storm, Lambda Burst, or Omega Psyclone.

**First eliminate the monsters capable of dealing serious damage, especially the ones with area effect attacks.**

## Spell Bomb

Vyse attacks while Aika and Fina alternate casting spells and focusing. The focusing of another character replaces the spirit used by one person's spell.

**Bosses such as Zivilyn Bane pop up more than once during the game. Each incarnation gets stronger.**

# Ship Battles

SHIP BATTLES TAKE MUCH LONGER THAN HAND-TO-HAND COMBAT, BUT APPLY MANY OF THE SAME PRINCIPLES.

Like hand-to-hand battles, each character receives an action during ship dogfights. The big difference is that the ship fights, not the individual characters. Though your character's attack value influences how much damage the ship's cannon deals and your character's spells can work during combat, if your ship's guns get knocked out, you don't deal a thing. And if your ship's hit points take the plunge, so do all your characters.

MOVES SUCH AS VYSE'S RAIN OF SWORDS AND AIKA'S LAMBDA BURST ARE CHEAP AND DEAL DAMAGE TO EVERY CREATURE IN THE BATTLE. THEY'RE GREAT FOR WIPING OUT A LOT OF PESKY FOES.

Of course, that means upgrading the ship at all costs. Because the fate of the crew rests with the contraption, it gets the best that money can buy. Stop at every ship merchant you see to shop for the latest weapon and armor upgrades. If you gain a ship item after combat, pause the game to immediately install it.

THE ROTATING FOURTH PARTY MEMBER—WHETHER IT'S DRACHMA, GILDER, OR ENRIQUE—HELPS OUT TREMENDOUSLY IF YOU DEVELOP HIS SUPER MOVES BY FEEDING HIM MOONBERRIES.

Ship combat can be long, but your battle plans will be short. When the turn is red, one character should evade (the guard symbol on the character wheel). Otherwise, expect heavy damage.

HEAL A SHIP JUST LIKE YOU WOULD A CHARACTER IN BATTLE.

A yellow turn means you're at risk, but not guaranteed to be fired on. If your ship's hit points are high, don't worry about it. If the ship is damaged, however, perform evasive maneuvers or heal.

MONSTERS' SUPER MOVES EQUAL OR EXCEED YOURS.

Green means unload your cannons. It's the best opportunity to inflict damage, so fire whenever green pops up. When you see a flag, it's an even better opportunity. A green cannon means fire your special weapon, such as the moonstone cannon on the Delphinus, to cripple the enemy ship.

GIVE THE ENEMY EVERYTHING YOU HAVE, OR PAY FOR IT DURING THE NEXT ROUND.

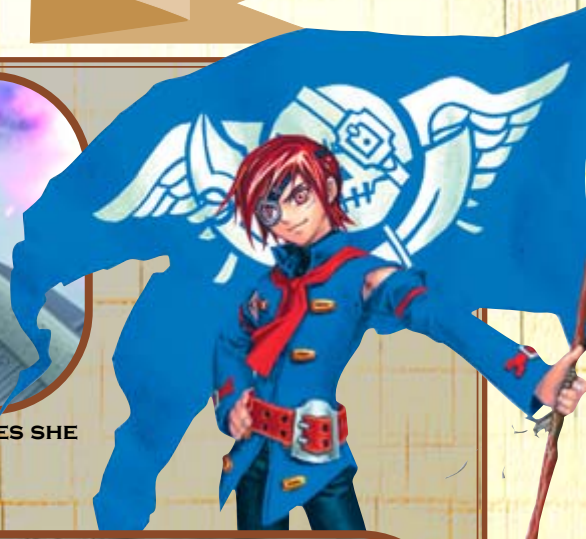
ONE OF YOUR CHARACTERS DOES A VICTORY CELEBRATION AFTER EACH SUCCESSFUL BATTLE.

As always, play it smart. When a combat dialogue option comes up, choose whichever you think puts you in a better offensive position. If you can maneuver yourself for, say, two moonstone cannon blasts in a row, you'll sail the skies another day.

ARCADIA IS A STRANGE WORLD THAT'S FILLED WITH EVEN STRANGER MONSTERS, SO LEARN TO ADAPT ON THE FLY.

Similar to hand-to-hand combat, keep hit points and spirit high. In a normal turn, you fire the cannons or torpedoes once or twice, focus once or twice, and heal. Whether you cast Sacrulen or must use a repair kit, heal in the fourth round to erase all damage dealt that turn. If you heal during the middle of a turn–which you might have to do if you're in danger of dying–you can still take damage later in the round.

# PART 1: THE BLUE ROGUES



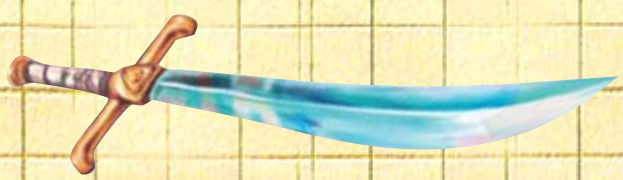
THE VALUANS ARE HUNTING FOR PRINCESS FINA. WHAT SECRETS DOES SHE HOLD THAT MAKE THEM KILL ANYONE IN THEIR WAY?

It's damsel in distress time. Your first mission with Vyse and the Blue Rogues isn't a robbery, ironically, but an inadvertent rescue attempt. Alfonso, first admiral of the Valuan Imperial Armada, has captured a princess on the run. He intends to interrogate her, or worse, before dragging her back to his master, Empress Teodora. Vyse's plundering turns into an all-out battle for the princess' freedom as he gets sucked into a quest that takes him to the ends of the earth.

ALFONSO, FIRST ADMIRAL OF THE VALUAN ARMADA, RUNS FROM A FIGHT, SO DON'T EXPECT TO GET YOUR HANDS ON HIM.

## Alfonso's Battleship

Your first battle involves lightweight Valuan soldiers. The two soldiers don't pose much of threat. Two hits from either Vyse or Aika down a soldier. Don't worry about monster colors or special moves yet. Swing away and cast a sacri heal spell if necessary.



**Beating monsters like the Valuan soldiers nets you experience to improve your magic and skills.**

After the soldier battle, drop through the hold and onto the lower deck. Open the chest in front of you and nab a sacri crystal. You can never have enough healing spells.

**Open the chest on the battleship's first level to gain a sacri crystal.**

Go out the door, down the corridor, and into the next room. You're introduced to Alfonso and Fina, after which the Valuan admiral promptly sends four guards to deal with you. They easily go down in one or two blows. To the left, in the corner, another chest contains two more sacri crystals.

You can only go in one direction–out the door, down the corridor and into the next room. You're introduced to Alfonso and Fina, after which the Valuan admiral promptly sends four guards to deal with you. As with the soldiers, you don't have to worry–they go down in one or two blow easily. To your left, in the corner, another chest contains two more sacri crystals.

**Alfonso dispatches four guards to slow you down.**

**Alfonso's war beast, Antonio, is a challenge at your low experience level, but you can beat it.**

Climb the stairs and find the cowardly Alfonso making a strategic retreat. Go right to find 50 gold in the nearby chest (southeast corner). You may have to fight a random encounter here–usually a Valuan guard–so attack aggressively and heal if necessary.

In the room to which Alfonso disappeared, find a chest with two magic droplets and a save anchor. Save the game. Then, if you lose to this level's boss, you won't have to make up as much ground.

Alfonso seals the door behind him, so you must take the ladder outside the ship to reach the lower level. Confront Alfonso and he escapes by sacrificing his own man. He leaves you to battle his war beast, Antonio. Keep your hit points above 200 at all times, or Antonio's special attack might knock you out. Switch Vyse's and Aika's weapons to green, the color that inflicts maximum damage on the yellow Antonio. Heal with sacri crystals to conserve spirit points, and when Vyse reaches seven, unload cutlass fury. If you keep pounding away and stay higher than 200 hit points per character, you will persevere.

# The Albatross

| |
|---|
| Battleship Boss: Antonio |
| Hit Points: 575 |
| Attack: Thunder of Fury (200 points) |
| Experience: 18 |
| Magic Experience: 2 |
| Gold: 165 |
| Dropped Item: Moonberry |

**Fina wakes up on the Albatross, but she won't reveal her secrets yet.**

Fina wakes up on the Blue Rogues' ship, the Albatross, and Vyse and Aika introduce themselves. Speaking with Fina, you receive your first dialogue choice. These choices affect your swashbuckler rating and frequently influence combat and story direction. When you hear Fina's name, respond "That's a great name." You hear a chime, which indicates that you made the correct choice and increased your swashbuckler rating.

**Learn to steer your first ship in Mid Ocean.**

Captain Dyne, Vyse's father, summons you to the bridge and gives Vyse a chance to steer the ship. This is where you learn about piloting ships in *Skies of Arcadia Legends*. Briggs the Vice Captain asks you to travel southeast to Pirate Isle.

Head due south and stumble across your first discovery when the compass starts spinning wildly. Click Ⓐ to get credited for the Pirate's Grave discovery. When you come across a sailors' guild, report the discovery for some extra cash. The first one you see is located on Sailors' Island.

**Pirate Isle is your home base.**

Don't worry if you get lost sailing toward Pirate Isle. You want to trigger a bunch of random encounters to build up experience for Vyse and Aika. The three main creature types you battle are the ghastling, looper, and marocca. The ghastling has a nasty hit-point drain attack (130 points), but is otherwise a wimp (20 hit points). The panicky looper will probably run. Maroccas are tough–with a good attack and durable body.

# Pirate Isle

**Dyne summons Fina to his office for questioning. Don't interfere or you lose swashbuckling points.**

After you return home, Dyne summons you to his office to question Fina. He's worried about the mysteries surrounding Fina and interrogates her. Don't defend her or you get a scolding and swashbuckling loss. Instead, choose the dialogue option "Sit quietly and listen." If you trust your father, no harm will come to Fina, and you are left alone to explore the upper section of Pirate Isle. Before leaving Dyne's office, search the right part of the bookcase for a secret passage that leads to 150 gold.

**Find the magic droplets on the small island south of town to discover the three sacri crystals in the crow's nest.**

Topside, many freebies and fun dialogues will occupy your time. Search the big stone tablet in the southeast to uncover a passage to an extra moonberry. In the crow's nest (the super-tall ladder on the island), find a chest with three sacri crystals. The small island south of town holds two magic droplets. There is also a treasure chest in the garden on the northwest corner of the island with three sacri crystals.

**Jimmy wants to play hide-and-seek, and Alan wants to be a sailor. Learn a secret by entertaining them.**

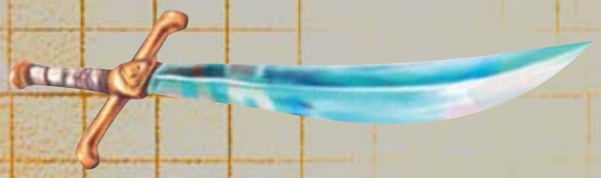
If you talk to Jimmy, he asks you to play hide-and-seek. Jimmy hides behind a sheet (you can see his feet). Lindsi hides near the stone tablet. Find Pow between the boxes near the save anchor. Alan hides behind Aika's house. Play the game to learn about the secret passage in Dyne's office.

**A restful sunset sets the stage for another adventure to recover a fallen moonstone.**

Finally, visit your own house (the one behind the save point). Aika asks you to check out the sunset, and while you relax, you see a moonstone crash into Shrine Island. Retrieve the moonstone and Dyne gives you his purple moonstone to help you. Before you visit the dungeon, stock up on sacri crystals. The more you have, the better the chance you'll survive Shrine Island. It's your first "dungeon," and you'll fight until you drop.

# PART 2: THE VALUANS

You've fought a few battles, but can you hold your own against an entire dungeon? You're about to find out. Shrine Island holds the fallen moonstone and dozens of battles. Beware of the seekers and their deadly laser blasts.



STOCKPILE SACRI CRYSTALS TO PREPARE FOR THE DUNGEON BATTLES ON SHRINE ISLAND.

## Shrine Island

After you prepare, head due north to Shrine Island. It's not far, so if you think you're lost, find Pirate Isle and start again.

Inside the main doors, head right and proceed up the ledge. When you can't go any farther, take the door to the outside ledge. Don't get discouraged if it takes awhile–there are many monsters to fight inside.

Go left and discover a chest with two sacri crystals. Double back and examine the floating crystal near the door. This crystal triggers a mechanism in the temple and drops the whole structure down one level. By sinking the temple and opening the doors, you release the water that traps the moonstone. Easy, right?

THE FIRST HIDDEN CHEST LIES ON THE OUTSIDE LEDGE TO THE LEFT OF THE FLOATING CRYSTAL.

TOUCHING THE FLOATING CRYSTAL SINKS THE TEMPLE DEEPER INTO THE WATER. DON'T WORRY; IT'S A GOOD THING.

Head back through the door that led you onto the ledge, and follow the new path to the next door. You must fight a few battles along the way. Most of the fights involve flestiks and seekers. Always concentrate on the seekers first. Their devastating laser attacks can hit you for around 275 points, and a seeker is about twice as tough as a flestik.

ELIMINATE ANY SEEKERS. THEY'RE THE MOST DANGEROUS MONSTERS IN THE DUNGEON.

Follow the passage to a walkway that circles around the back of the building. You can't fall off, so run around at full speed if you like. At the next door, water pours out the new hole you create, and you have emptied another level.

THE DOOR ON THE SKYWAY RELEASES WATER AND CLEARS OUT THE NEXT DUNGEON LEVEL. THE NEXT DOOR OVER HAS A HIDDEN CHEST WITH A PRECIOUS MOONBERRY.

Head to the next door on the left. The treasure out on the ledge is a moonberry. The more moonberries you have, the faster your characters develop "superpowers" to battle tougher monsters.

SACRES CRYSTALS HEAL 1,000 POINTS, SO WAIT UNTIL YOU'RE AT THE THRESHOLD OF UNCONSCIOUSNESS BEFORE USING ONE.

Return to the temple and continue right. Climb the stairs and go all the way around again. After passing two doors, you find another chest, with two sacres crystals. Enter the nearby door, and follow the skyway to a save anchor.

OUTSIDE ON THE SKYWAY, THERE IS A SAVE ANCHOR. IF YOU DON'T STOP HERE, YOU MUST FIGHT THROUGH THE ENTIRE SHRINE WITHOUT SAVING.

A save anchor in a combat zone usually means that a boss is right around the corner. Through the door near the save anchor, you discover the temple is drained and the moonstone is accessible. Unfortunately, a rocky sentinel also guards it.

| BATTLESHIP BOSS: THE SENTINEL |
|---|
| HIT POINTS: 1,200 |
| ATTACK: BLASTER (300 POINTS) |
| EXPERIENCE: 117 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 755 |
| DROPPED ITEM: MOONBERRY |

The bad news is you must whittle away 1,200 points to win. The good news is Vyse can do it with four or five Cutlass Fury attacks and an occasional Alpha Storm from Aika. Vyse should always keep swinging, and Aika should stay back to heal or focus and then fire with magic or special moves. You don't want Aika to attack with a feeble boomerang strike; the sentinel may counterattack, and Aika's attempt will do more harm than good.

IF YOU HEAL OFTEN, THE SENTINEL DOESN'T STAND A CHANCE AGAINST VYSE AND HIS CUTLASS FURY ATTACK.

## Pirate Isle Destroyed

THE VALUANS SCORCH THE ENTIRE PIRATE ISLE VILLAGE.

While you destroy the sentinel, the Valuans destroy Pirate Isle. Galcian, commanding an entire fleet, found the Blue Rogues' hidden base. Galcian seizes all the Blue Rogues, including Vyse's dad, Dyne. The Valuan commander tries to get Fina to cooperate, but she refuses and he returns her to the empress.

FINA CHOOSES NOT TO HELP GALCIAN, WHICH LANDS HER IN MORE HOT WATER WITH THE VALUANS.

Return south to the destroyed Pirate Isle. You see the destruction firsthand. Travel underground and find Vyse's mother, who fills you in on all the sad details. When given the dialogue choice to go after the Valuans, choose "Try and save everyone!" to boost your swashbuckling rating. Get a good night's sleep. You're going to need it….

## Drachma

In the morning, head north toward Shrine Island, and cut east when the island is in sight. You should trigger a cutscene, in which you run into the arcwhale Rhaknam. No matter your dialogue choice here, the whale splinters the ship into itty-bitty pieces. Don't worry, you will get a better ship later. Choose retreat to earn Swashbuckling points.

DRACHMA SAVES YOU FROM THE ARCWHALE RHAKNAM. REPAY HIM BY DOING EVERY CHORE ON HIS SHIP.

On Drachma's ship, the Little Jack, the captain lets you stay as long as you do all his grunt work. Drachma wants you to move two boxes from the hold to the bridge. Climb down the stairs, carry up a box, and then repeat the process. This task proves you're worth your salt, and Drachma gives you the wheel to see if you can sail. He suggests that you head to Sailors' Island, and joins the party.

To find Sailors' Island, head northeast from your current position, and look for a prominent rock tunnel. The tunnel takes you to the other side of the sky ocean and deposits you in sight of the island.

**Doc's ship greets you just in front of Sailors' Island, near the rock tunnel.**

Near the island, you will run into Doc's ship. He gives you a moon lens to search for moonfish. It will beep when you're near them. Switch to first-person zoom mode (Y) when moonfish are near, and a triangle appears in which you need to center the fish. Press Ⓐ to capture the fish.

**Capture invisible moonfish with the moon lens Doc gives you.**

Throughout your travels, you will find moonfish. Capture them when you can, and return them to Doc. Over time this little side quest earns you rewards from Doc.

## Moonfish Capture List

| Number | Location | Directions |
|---|---|---|
| 1 | Pirate Isle | On top of Lookout Island (big ladder) |
| 2 | Pirate Isle Underground | Near stern of ship |
| 3 | Sailors' Island | Side alley of the tavern |
| 4 | Sailors' Island | On the balcony of the inn |
| 5 | Maramba (port) | Near the pier |
| 6 | Maramba (town) | On the roof of the weapon shop |
| 7 | Temple of Pyrynn (inside temple) | The first big room with criss-crossing paths, but you must enter from halfway down the hallway with the rolling boulder |
| 8 | Temple of Pyrynn (lava area) | Near the save point |
| 9 | Horteka (town) | Near the slide at the third floor exit of the wooden bar |
| 10 | Horteka (town) | Top right part of the ladder on the side of the elder's house |
| 11 | Moon Stone Mountain (main road) | On one of the platforms with an item in the tall main room |
| 12 | Rixis (ancient city) | Near the floating platform to go back towards the entrance |
| 13 | Nasrad (port) | Near the second pier from the right side looking from the town |
| 14 | Daccat's Island | Vyse/Gilder path: In the room with several treasure chests, to Vyse's left once he enters the room |
| 15 | Crescent Isle (underground) | Near the crane at the base of the ship |
| 16 | Crescent Isle | Above the balcony of the strategy conference room |
| 17 | Esparanza (town) | Near the shipwreck |
| 18 | Esparanza (town) | On the battery |
| 19 | Yafutoma town (royal palace) | Left side of the royal palace |
| 20 | Mount Kazai | Near the end of the dungeon. If you climb the rope to get back to the entrance quickly, you will find it |
| 21 | Tenkou Island (compound) | Near the corner of the handrail on the left front after walking up the stone steps of the mansion |
| 22 | Glacia | Accessed by entering Glacia from beneath the continent (only available after ship is modified to go below clouds) |
| 23 | Dangral Base (landing) | This is on the landing before you go down the ladder |
| 24 | Dangral Base (dock) | In the room where you get the ship's schematics, go all the way to the end of the dock |

## Sailors' Island

After your encounter with Doc, dock at Sailors' Island. Quickly scour the island, and check out all the local shops, including an inn where you can save. On the second floor of the inn, find a chest in the last room that holds 200 gold.

**The top floor of the inn holds 200 gold to pump up your bank account.**

At the top of the lighthouse, find a balloon with a note in a bottle tied to it. It reads "Quetya please send warriors to help us fight." Hold on to it; it comes in handy when you visit Horteka.

**If you find something in the game, such as the balloon in the Sailors' Island lighthouse, hold on to it. Your inventory doesn't have a limit for miscellaneous items, and you never know when something might be useful.**

The salesclerk in the ship parts store tells you about the powerful harpoon cannon in Valua. Armed with this information, return to Drachma in the tavern. You have some leverage now, because the captain needs this harpoon for his ship. At the dialogue choice in the tavern, opt for "Beat around the bush"–make Drachma sweat a little before he joins forces with you again.

THE CLERK IN THE SHIP PARTS STORE TELLS YOU ABOUT THE HARPOON CANNON.

To get into Valuan airspace you will need a special passport. Head across the street to the sailors' guild to obtain a passport. Talk to the guildmaster. He won't give you one for fear of his life, but the Nasr merchant behind you overhears the conversation and volunteers his passport if you take him to Nasrad. Accept his offer and return to the Little Jack.

THE NASR MERCHANT IN THE SAILORS' GUILD GIVES YOU HIS PASSPORT.

## Baltor

BALTOR THE BLACK PIRATE LOOKS INTIMIDATING.

From Sailors' Island, sail east along the stone reef. Eventually, the Black Pirate Baltor attacks you. It's your first major ship battle, so you will learn how to fire a cannon, guard against return fire, and perform evasive maneuvers. For more on ship-versus-ship strategy, see "Ship Combat" in the "Combat" section.

| |
|---|
| BATTLESHIP BOSS: THE BLACKBEARD |
| HIT POINTS: 10,000 |
| ATTACK: NORMAL CANNONS |
| EXPERIENCE: 137 |
| GOLD: 300 |
| DROPPED ITEM: BOMB, CAPTAIN'S STRIPE |

LOOKS ARE DECEIVING. BALTOR'S SHIP DOESN'T HAVE THE STRENGTH TO BLAST YOU OUT OF THE SKY.

Follow general ship combat practices to defeat. No special weaponry exists on his ship. If you're given a chance to maneuver behind Baltor, do so–this gives you a better shooting angle. After finishing off the Black Pirate, direct the ship northeast to drop the Nasr merchant and gain your passport for the next phase of the journey.

# Part 3: Grand Rescue

Your father will be executed in the morning. What do you do? If you're Vyse, you storm Valua's mega-fortress, slip through the underground Catacombs, and surprise the villains before the Blue Rogues lose their heads. Of course, it's not as easy as it sounds. Crylhounds, dralnogs, and mind stealers guard the Catacombs. Even if you save your fellow pirates, Galcian has Fina on a train trip from which she'll never return. Do you have enough time to save them all?

**You can't get into Valuan airspace without the passport from the Nasr merchant you met on Sailors' Island.**

(Galcian)
I will head back to the Imperial Palace and await Empress Teodora's orders to commence the search for the Moon Crystals.

**Galcian hints at the main quest of the game: the search for the six moonstones.**

## Valua

After you drop off the merchant in Nasr, turn back west, and fight through the random encounters until you reach a Valuan patrol ship. Because you possess the passport, the patrol ship guides you right into the Valuan fortress.

**Two sacres crystals are hidden in a tunnel on the far side of the first building in Lower City.**

After docking at Valua's Lower City, circle around the first building, and enter the tunnel to nab two sacres crystals. Talk to the natives and they fill you in on the hardships of living in poverty-stricken Lower City. Head down the ramp until you run into a bratty kid named Marco. He makes some threats, but ignore him for now. The elevator behind him takes you to another area of Lower City.

**Marco harasses you, but get your revenge later.**

Across the street from the elevator, enter the inn and check in for the night. You don't get much sleep, because Drachma catches up with you. During the dialogue, choose "Let's sneak into the Coliseum!" to bump up your swashbuckling rating and continue the storyline.

When Drachma tells you about the morning's execution of Blue Rogues, break into the Coliseum.

While you talk in secret, Marco eavesdrops from the window. Follow him and the rooftops, and choose the quickest path to catch him before he reaches the sewer. Marco confesses that he was just curious and that he uses the sewer Catacombs to sneak around the city–including into the Coliseum. You now have a surprise invitation to the upcoming execution.

## Catacombs

The Catacombs are sewers full of evil and nasty monsters—perfect for leveling up your characters!

Follow the sewer until you reach the first intersection. Turn left into a room, and find a pyri box. Return to the intersection and head left. Go straight at the next crossroad, and gain heavy armor and an assassin blade in the next room. Return to the previous intersection and turn right. Ahead you should see a large room with a save anchor and stairs. Save before heading up to defeat the Catacombs boss, Bleigock.

Five new monsters infest the sewers. Mind stealers are the most dangerous. They have more than twice the hit points of other monsters (upward to 290) and attack with foul breath that deals 140 damage. Vyse and Drachma should concentrate on the mind stealers first, then switch over to the tsirats or basallishes that may also be in the fight.

Five different monsters, such as the tsirat and its energy attack, are in the Catacombs.

THE SLUGGISH BLEIGOCK ISN'T FAST, BUT DELIVERS A FROST BREATH ATTACK THAT DOES 200 DAMAGE TO THE WHOLE PARTY.

The fight against Bleigock takes awhile. You must knock it down from 4,800 hit points, so maximize all your attacks. Vyse and Drachma should switch weapons to red magic, and both should pound away each turn. When his spirit is high enough, Vyse should use Cutlass Fury, and Aika should stay back to heal the party after Bleigock's damaging Frost Breath and Poisonous Bile attacks. Keep your characters above 300 hit points, and you should do fine.

| |
|---|
| COLISEUM BOSS: BLEIGOCK |
| HIT POINTS: 4,800 |
| ATTACK: FROST BREATH (200 POINTS AREA EFFECT) |
| EXPERIENCE: 433 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 953 |
| DROPPED ITEM: VIDAL SEED |

## Coliseum

THE VALUANS PLAN TO EXECUTE DYNE AND THE REST OF THE BLUE ROGUES.

This will be one tough fight after another. So before heading into the Coliseum, return to the save anchor, and record your victory against Bleigock.

DEFEAT THE EXECUTIONER AND HIS SPELL WARDENS TO SAVE THE BLUE ROGUES.

You save the Blue Rogues in dramatic fashion but must stay to fight the head executioner. While the executioner is pure brawn, his two spell wardens assault you with magic. Switch your weapon to green, and use Aika to attack with her area effect Alpha Storm to chip away at all three foes. Vyse should attack one spell warden, while Drachma attacks the other. By the end of the second round, you want them both out, so use Vyse's Cutlass Fury if you don't think his regular attack will do it. During these first two rounds, the executioner deals some serious damage. Try to keep each character's hit points above 1,000, because otherwise, the executioner's Tackle damage takes out a character in one blow. Once the spell wardens drop, concentrate on the executioner. You may lose Vyse or Drachma, but if Aika can keep healing, you will be successful.

| |
|---|
| COLISEUM BOSS: THE EXECUTIONER |
| HIT POINTS: 1,800 |
| ATTACK: TACKLE (1,000 POINTS) |
| EXPERIENCE: 238 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 1,122 |
| DROPPED ITEM: ELECTRI BOX, SACRES CRYSTALS |

After you defeat the executioner, return to the save anchor. Down in the Catacombs, Marco sends you through a secret passage to meet Dyne and company. During the dialogue, choose "We have to go save Fina!" to gain some swashbuckling points. The treasure chest in the room holds four sacri crystals and four magic droplets. As if this wasn't enough treasure, Dyne gives you his yellow moonstone to help in the coming battles with the Valuans.

YOU CAN'T REST. AFTER YOU SAVE DYNE AND HIS CREW, YOU MUST GO AFTER FINA BEFORE THE VALUANS LOCK HER AWAY FOREVER.

Drachma leaves the group to take the Blue Rogues to the Little Jack. Traverse the new passage to a ladder, and take the next walkway to a second ladder. Climb the ladder and you're in Upper City. Vyse and Aika spot Galcian loading Fina on a train. They bolt for the train, leaping to the roof just in time.

FINA CHOOSES NOT TO COOPERATE WITH EMPRESS TEODORA, SO GALCIAN REMOVES HER BEFORE THE EMPRESS LOSES HER TEMPER.

## Train Fight

JUMP ON THE TRAIN TO CATCH GALCIAN AND FINA.

As the train speeds along, move to the front, fighting some patrol guards on the way. Unless you're seriously wounded, they don't pose much threat. Galcian comes after you from behind, but moves very slowly, giving you time to reach the forward cabin where Fina is being held.

To save Fina, defeat two royal guards. At 620 hit points, they aren't too tough, but be careful that they don't beat you at your own game–they cast sacri and heal when low. Swing away with Vyse, and crank up a special move whenever spirit allows. Defeating them nets you 440 experience and 1,562 gold.

TO SAVE FINA, YOU MUST DEFEAT THE EMPRESS' ROYAL GUARDS.

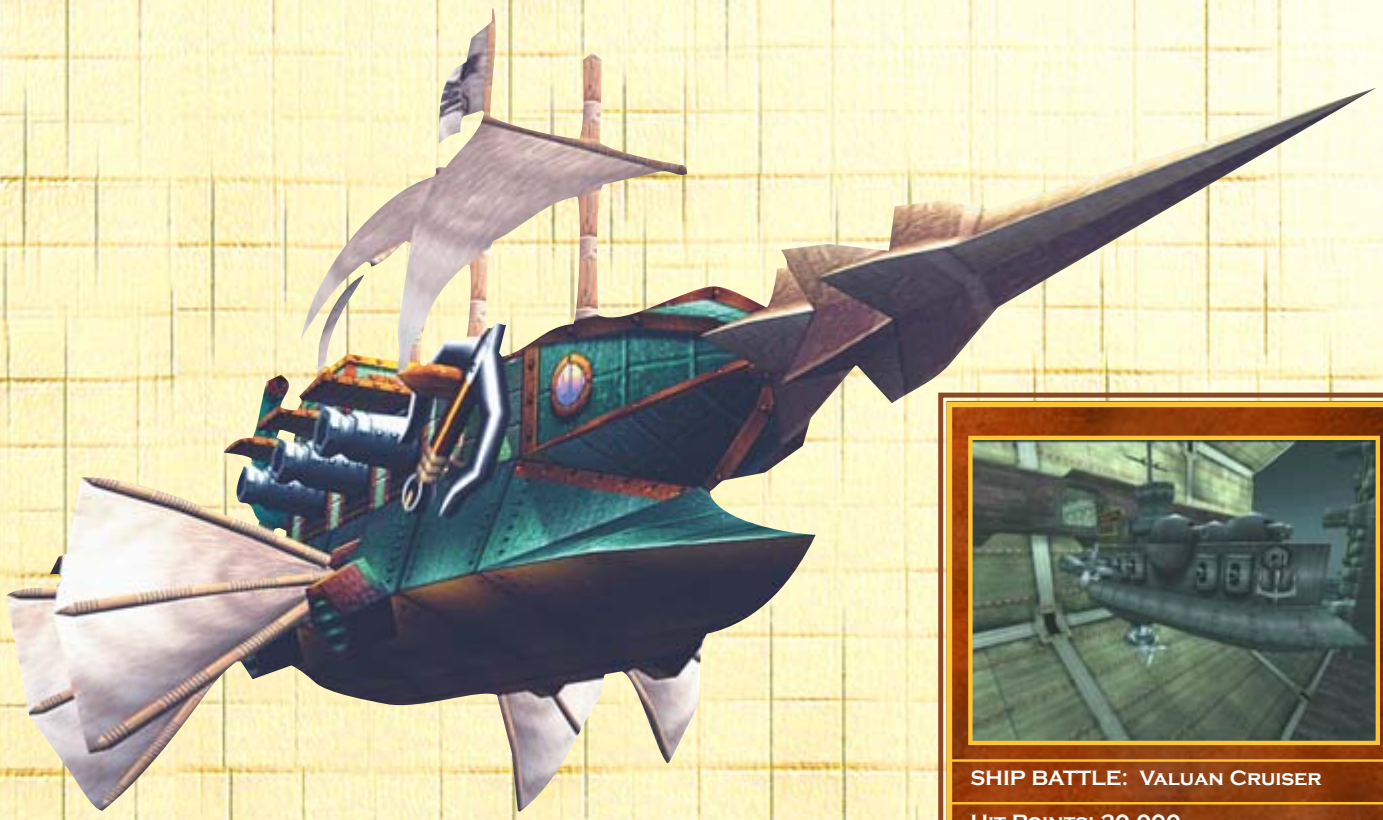
WHEN THE FIGHT SEEMS LOST, THE LITTLE JACK BLASTS A HOLE IN THE TRAIN, SEPARATING YOUR CAR FROM GALCIAN'S.

You won't enjoy it long as Galcian soon shows up. He offers you a deal to hand over Fina; choose the response "Never!" There's no way to fight Galcian at this stage, but fortunately, the Little Jack arrives to blast a hole in the train and separate your section from Galcian's. You escaped the Valuans for now.

# One Last Battle

**Dance around the Valuan cruiser until you can take it out with one harpoon cannon shot.**

Freedom doesn't last long. Aboard the Little Jack, you are attacked by a Valuan cruiser. You must defeat it before the big vault doors close and lock you inside the fortress. Use the standard ship combat practices to defeat the cruiser. Heal and guard during yellow or red turns, and build up spirit points until you can destroy the cruiser in one blast with the harpoon cannon.





| SHIP BATTLE: Valuan Cruiser |
|---|
| Hit Points: 20,000 |
| Attack: normal cannons |
| Experience: 231 |
| Gold: 500 |
| Dropped Item: repair kit |

# PART 4: RED MOON CRYSTAL

The mysterious Fina finally divulges her secrets. She's a Silvite, and the Valuans want her help to discover the six moon crystals so they can control the all-powerful gigas, the most destructive living weapons the world has ever seen. After Fina's rescue, you decide to beat the Valuans to the crystals to prevent them from unleashing the potential devastation. Your first stop? The red moon crystal in the Temple of Pyrynn.

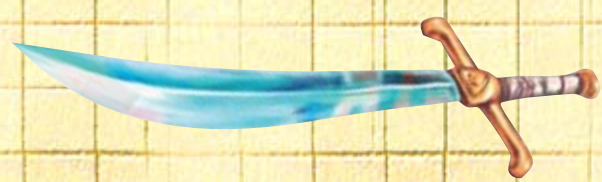
FINA COMES CLEAN: SHE INTRODUCES HER PET WEAPON, CUPIL, AND TELLS EVERYONE ABOUT HER SILVITE ORIGINS AND THE DESTRUCTIVE POWER OF THE GIGAS.

## The New Mission

FIND THE FIRST CHAM FOR CUPIL ON THE UPPER WALKWAY INSIDE PIRATE ISLE'S UNDERGROUND CHAMBER.

Back on Pirate Isle, as Fina concludes her story, you are given a dialogue choice of whether or not to help her. Choose "Leave everything to us!" to continue the story.

Upon hearing about Fina's pet, Cupil, search the upper walkway in the underground for a cham. You can't see a cham–the moonstone fragments are so small you must concentrate to pick one out–but you hear a constant beep as you draw near. When you see the Cupil icon in the upper left corner of the screen, click Ⓐ repeatedly, and walk around the area. Eventually, you discover the cham, and feed it to Cupil to help him evolve into an even deadlier weapon.



Head to the bottom level to talk with Vyse's father and mother. They're worried but understand that you must travel out into the world. They send you off with warm wishes. Board the *Little Jack*, and turn around for Nasr again.

DYNE SENDS YOU OFF WITH HIS BLESSINGS.

# FINDING THE CHAMS

| CHAM LOCATION | SPECIFIC DIRECTIONS |
|---|---|
| CRESCENT ISLE | BEHIND THE BUILDING WITH THE LARGE CANNON |
| CRESCENT ISLE | NEAR THE FLAGPOLE IN THE UPPER PART OF THE VILLAGE |
| DACCAT'S ISLAND | NEAR AIKA'S AND FINA'S ENTRANCE |
| DACCAT'S ISLAND | WITH AIKA, IN THE BRIDGE ROOM, CROSS THE TWO BRIDGES IN FRONT OF THE TREASURE CHEST AND SEARCH |
| DELPHINUS | HIDDEN IN ONE OF THE COMPARTMENT ON THE BRIDGE |
| ESPARANZA | DOWN THE LADDER NEAR THE MAIN ENTRANCE |
| GLACIA | AFTER YOUR FINAL SAVE, GO SOUTH PAST AN INTERSECTION UNTIL YOU REACH THE PATH'S END |
| GORDO'S BISTRO | NEAR THE BARRELS IN THE MAIN ROOM |
| HAMACHOU ISLAND | HIGH IN THE SKY ABOVE DARK RIFT, SEARCH AROUND CHOU |
| HORTEKA | IN FRONT OF THE TUNNEL TO THE DOWNED AIRSHIP |
| ILCHYMIS' HUT | DOWN THE STAIRS NEXT TO THE MACHINES |
| IXA'TAKA | TRADE 10 SKY SARDIS FISH TO THE SMALL MERCHANT SHIP THAT SAILS AROUND HORTEKA (ABIRIK CHAM) |
| KABAL SKEWER QUEST | YOU GET AN ABIRIK CHAM WHEN YOU COMPLETE THIS QUEST |
| KING'S HIDEOUT | NEXT TO THE OPEN POT |
| MARAMBA | ON THE INN'S BALCONY |
| MOON STONE MOUNTAIN | IN THE FIRST STEEL-MESH FLOORED ROOM, IT'S ON THE FAR SIDE IN FRONT OF THE MIDDLE TRAPPED PANEL |
| MOON STONE MOUNTAIN | LEFT AT THE FIRST FORK IN THE DUNGEON |
| MOUNT KAZAI | FROM THE CENTER ROOM, TAKE THE BIG PLUNGE INTO THE FULL TANK, HEAD STRAIGHT AT THE BOTTOM UNTIL YOU REACH A FORK, THEN GO SOUTH |
| NASRAD | GAINED WHEN YOU EARN YOUR PAYCHECK AT THE TAVERN |
| NASRAD | TALK TO THE OLD NASR MERCHANT IN THE WEAPON SHOP (ABIRIK CHAM) |
| NASRAD | BELOW THE FOUNTAIN IN THE MIDDLE OF TOWN |
| NORTH OCEAN | DEFEAT THE PIRATE GORDO |
| PIRATE ISLE | UNDERGROUND AREA ON THE METAL WALKWAY AT TOP |
| RIXIS | IN THE AREA WITH SEVERAL FLOATING PLATFORMS, CROSS OVER ON THE FIRST, GO UP THE RUINED STAIRS AND SEARCH FOR IT AT THE TOP |
| RIXIS | LEFT OF THE GOLDEN MAN'S EYE STATUE (THE LEFT ONE) |
| RUINS OF ICE | SEARCH AROUND THE ENTRANCE |
| SAILORS' ISLAND | AT THE TOP OF THE LIGHTHOUSE |
| SHRINE ISLAND | THIRD LEVEL DOWN FROM THE ENTRANCE |
| SOLTIS TOWER | ALONG THE MAIN ENTRANCE'S PATH |
| SOLTIS | FROM THE FIRST MAZE, GO SOUTH AND SEARCH THE CENTER OF THE FIRST ROOM YOU COME ACROSS |
| TEMPLE OF PYRYNN | IN THE SECOND ROLLING BOULDER HALLWAY, ON THE LEFT WALL AT THE INTERSECTION |
| TENKOU ISLAND | AFTER THE ROOFED AREA, SEARCH IN THE NEXT CIRCULAR AREA |
| YAFUTOMA | NEAR THE FERRY DOCK ON THE RIGHT SIDE OF TOWN |

# Maramba

On the way to Nasr airspace, stop at Sailors' Island and stockpile as many repair kits as you can afford. With the amount of ship-to-ship combats in the near future, keep at least two dozen on hand. Raise your altitude to the top, and head east to Maramba.

**In your travels, pick up different colored fish, and sell them in the city shops for extra cash.**

**Watch out for tougher monster encounters and black pirate attacks on the way to Maramba.**

After disembarking at Maramba, Drachma takes off. He wants to chase the arcwhale again and figures you can't get into too much trouble in a town surrounded by desert. Boy, is he wrong!

**Drachma leaves you stranded on the desert island of Maramba.**

Inside the town, head to the guildmaster, who tells you about a new dancer on the other side of town, which keeps the storyline moving. Before you jump on a pink dhabu mount, visit the inn, walk upstairs, and go out on the balcony. Pick up a cham for Cupil before moving to the chest to gain three magic droplets.

**On the inn's balcony, find a cham and three magic droplets.**

Find the dhabu trainer in the corner of town by the closed gate. Take the dhabu across the desert to the other side of town. Before visiting the tavern, head to the giant well, and descend into the Maramba maze.

**The dhabu mount is the only way to get to the second half of Maramba.**

## Maze

DON'T WORRY ABOUT BIG, BAD MONSTERS IN MARAMBA'S WELL, BUT IT IS A CONFUSING PLACE.

To gain the hidden treasure of the maze, head left at the first intersection, and follow the path to a chest with a valuable moonberry. Return to the first intersection and head left again. Activate the gate switch to rotate the corridor bars and go forward. Taking a left at the next fork guides you to a chest with an excavation arm for Drachma. Return to the previous intersection and go straight. Turn right at the gate in front of the chest, and again activate the gate switch. The new path takes you to the next switch. Press it and return to the chest you couldn't get to for a gem of fluidity.

USE THE GATE SWITCHES TO NAVIGATE THE MARAMBA'S WELL MAZE.

That's it. You picked up all the treasure beneath the city, so reverse your directions and head back to the surface.

## Bellena

BELLENA LENDS YOU HER SHIP TO TRAVEL TO THE TEMPLE OF PRYNN.

Talk to Bellena at the tavern. During the first dialogue, choose "That sounds like a great idea!" Later, Aika catches you staring at Bellena. Don't try to cover it up or you lose swashbuckler points. When Aika questions you, choose "Okay, I'll stop staring." Finally, Bellena seeks you out and offers the use of her ship for your quest. Return to the inn for some necessary sleep (on the house), and then hook up with Bellena on the docks in the morning. She asks you again if you want to continue on the voyage. Say yes to gain more swashbuckling points.

# The Temple of Pyrynn

**The dungeon is full of traps such as the rolling boulder hall and many barrel puzzles.**

Head east from Maramba to find the temple. When you land, save at the anchor, and head straight into the temple. Inside the first room, cross by riding a barrel, and follow the corridor to the rolling boulder hall. Time your run through here. Wait until the boulder drops, and then run behind it so the next one that drops doesn't catch you.

**Monsters such as the lava-spewing magma tiki statues do serious damage if you don't quickly take care of them.**

The next challenge is a simple barrel puzzle. Roll the barrel on the left, then the one on the right, and finally the barrel directly in front of you when you enter the room. Once all the barrels fall into place, a new door opens.

Continue on and enter a series of rooms, each housing a chest. Fight three magma tiki dolls to reap your reward of three sacres crystals. After the fight, travel into the next room. Win a similar battle to gain a dancing arc. Skip the next room, but in the second room, fight a battle to win 774 gold. Return to the previous room and head left. Go straight in the next room to the second barrel puzzle.

**Move the red barrels first and then the blue barrels to unlock the second puzzle.**

Roll the upper red barrel, followed by the lower red barrel. Then move upper blue and lower blue. This sequence opens a door to another rolling boulder hallway. Like before, run after a boulder drops, but hang a left at the first intersection to discover a moonberry chest. Return to the intersection, and search the far wall for a cham (be careful the boulder doesn't hit you!).

Lava fills the next room. Wind through the narrow path to the last barrel puzzle. Looking from the door, move the barrels in the following order: left (closest to you), right bottom, right top, middle (opposite red barrel), and red. Lava now pours into the main room. There's a chest up the stairs from the switch in this room guarded by Zivilyn Bane, a mini-boss you'll encounter repeatedly in your dungeon travels. Keep your hit points high to avoid a sudden death blow from Bane's burst attack and pound away with all your characters. Release the water with the switch, so the lava hardens into a floor you can cross. Save at the anchor before the big boss fight.

| Temple of Pyrynn Boss: Zivilyn Bane |
|---|
| Hit Points: 1,380 |
| Attack: Burst (800 points area effect) |
| Experience: 199 |
| Magic Experience: 2 |
| Gold: 1,898 |
| Dropped Item: Rune of Ill Omen |

THE LAST BARREL PUZZLE IS TRICKY. SUCCESS RELEASES WATER TO HARDEN THE LAVA THAT PREVENTS YOU FROM CROSSING TO THE OTHER SIDE.

The lava dragon, Rokwyrm, can toast the entire party with 500-point Volcanic Blasts. Switch everyone to purple magic–Vyse for his sword swings and the girls for ice magic such as crystales or crystalum. Use all-out attacks until your spirit is low, then have one of the girls focus to recover your spell energy. Never fall below 500 hit points, or expect someone to get knocked out of the battle the next time Rokwyrm attacks.

ROKWYRM FALLS IF YOU KEEP HITTING IT WITH ICE MAGIC.

| |
|---|
| TEMPLE BOSS: ROKWYRM |
| HIT POINTS: 4,200 |
| ATTACK: VOLCANIC BLAST (500 POINTS AREA EFFECT) |
| EXPERIENCE: 1,021 |
| MAGIC EXPERIENCE: 4 |
| GOLD: 1,584 |
| DROPPED ITEM: RISELEM BOX |

## The Red Moon Crystal

Use the dead Rokwyrm to cross into the red moon crystal chamber. Your encounter with the crystal is brief. Right after you find it, you hand it over to Bellena to examine. It turns out that Bellena is really Belleza, Valuan's fourth admiral and secret agent. She set you up to steal the crystal so you can resurrect the power of the red gigas.

YOU RETRIEVE THE RED CRYSTAL BRIEFLY BEFORE BELLENA TRICKS YOU INTO HANDING IT OVER TO A VALUAN ADMIRAL—HERSELF!

Despite your pleas, Belleza reactivates the red gigas, Recumen. She orders it to destroy your party. Luckily, Drachma returns with the *Little Jack* to buy time. You must still fight the thing, though, and you can't even scratch it.

That doesn't mean you should give up. Whether you're shooting at the head or the legs, keep after the red gigas until you can hit it with your harpoon cannon.The best strategy against Recumen is to attack heavily on the red squares and cause its red ray attack to miss.

**WHAT DO YOU DO AGAINST A CREATURE YOU CAN'T EVEN DENT? BEAT ITS MASTER.**

| SHIP BATTLE: RECUMEN, THE RED GIGAS |
|---|
| HIT POINTS: INFINITE |
| ATTACK: RED RAY (INSTANT DEATH IF NOT GUARDED AGAINST) |
| EXPERIENCE: — |
| GOLD: — |
| DROPPED ITEM: — |

The next battle is against Belleza and the Lynx. During the dialogue, choose "You mean, attack Belleza's ship, right?" so you don't repeat your futile efforts against the red gigas.

Belleza can destroy the *Little Jack* in one turn, so heal to full each round, even if two characters must spend their actions doing so. Battle away until a dialogue option comes up to try something unexpected, such as turning hard or climbing steeply. The trick is to get behind the Lynx and use your harpoon. Don't waste the opportunity–the only way to win is to keep your spirit high so when the harpoon cannon chances come, you deliver maximum damage.

Following the battle, the *Little Jack* gains a magic cannon, which allows you to cast spells during ship combat. Drachma cannibalizes Belleza's ship so you can cross the South Ocean in search of the next moon crystal. Onward to Ixa'taka!

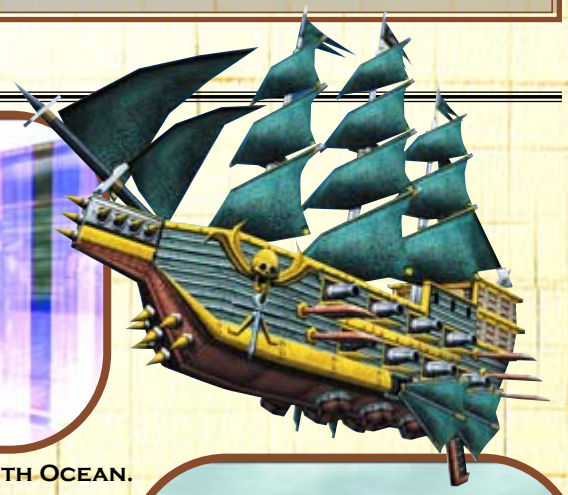
| SHIP BATTLE: THE LYNX |
|---|
| PILOT: FOURTH ADMIRAL BELLEZA |
| HIT POINTS: 25,000 |
| ATTACK: MAGIC CANNON |
| EXPERIENCE: 881 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 2,400 |
| DROPPED ITEM: CAPTAIN'S STRIPE, MAGIC CANNON, 3-INCH BLASTER |

**AFTER WHAT SHE PULLED, BEATING BELLEZA FEELS GOOD.**

# PART 5: GREEN MOON CRYSTAL

With the red moon crystal under your belt, you'd think the green one would be easier. It's not. First, you must infiltrate a mine brimming with traps. Second, uncover the hidden Rixis through a series of cryptic clues. Third, navigate a maze of ancient ruins before a troublesome ghost does the same. Last, stop the green gigas, Grendel. No problem, right?

## South Ocean



DANGEROUS TORNADOES AND DEADLY MONSTERS DISTURB THE SOUTH OCEAN.

Stock up in Maramba before heading into the South Ocean. Buy Sacres crystals and repair kits first, then upgrade any weapon and armor needs with whatever money you have left. South Ocean is a long trip filled with deadly tornadoes and monsters like gravers that can kill you in one magical shot. Head south/southwest from Maramba and keep going. It may take you 30 to 40 minutes to cross to the other side, depending on how many battles you encounter. Once you hit fresh land masses, head north to Horteka.

IT'S A LONG JOURNEY, SO AVOID THE TWISTERS, AND CONTINUE UNTIL YOU SPOT GREEN LAND.

## Horteka

YOU ARE AN UNWELCOME STRANGER WHEN YOU REACH THE IXA'TAKA CONTINENT.

No one wants anything to do with you when you enter the Horteka village. The Valuans were here before you and stole everything from these people, so they don't trust strangers. To gain acceptance, visit the Village Elder. Descend the ramp to the right, go up the next ramp, and climb down the ladder there. At the bottom, take the tunnel to the other side. Pass the first house; the Elder's is the second building (the one with the animal symbol over the door). After speaking with him, you don't feel like an outsider anymore.

AN ANIMAL SIGN MARKS THE LOCATION OF THE MOST IMPORTANT BUILDING IN TOWN, THE ELDER'S HOUSE.

Outside the Elder's house, climb the nearby ladder to acquire a paranta seed at the top. You have two choices: the first is to return to the first building you passed, the weapons and items shop. There you can stock up on equipment for the long journey.

NEAR THE ENTRANCE, THE FIRST BUILDING TO THE RIGHT IS THE WEAPONS AND ITEMS SHOP. STOCK UP HERE BEFORE BEGINNING THE GREEN MOON CRYSTAL QUEST.

The other choice is to return through the tunnel and take the set of nearby trolleys. After the ride, climb the pole and take the slide to the tavern. Ascend to the second floor, and search the back wall for a Sacri box. For a shortcut to the main part of the village, go to the third floor and jump on the slide.

CHECK THE BACK PANEL ON THE TAVERN'S SECOND FLOOR TO DISCOVER A SACRI BOX.

From the weapons shop, take the ramp you originally took to the Elder's. This time, don't take the ladder; climb up the pole. Take a trolley at the top to a moonberry chest. Backtrack to the weapons shop, and descend the ladder behind the hut. Follow the path to a new area. Before entering, search the area near the tunnel mouth for another cham.

FIND A MOONBERRY ON ONE OF THE UPPERMOST PLATFORMS.

Cross to the downed airship, and search around the front of the ship to uncover a chest with 25 Sacri crystals. At the rear of the ship, speak with Hans, who tells you about his Blue Rogues and eventually gives you the moon stone fuel you need to continue your adventure.

ON THE DECK OF THE DOWNED AIRSHIP, HANS GIVES YOU ENOUGH MOON STONE FUEL TO POWER UP THE LITTLE JACK.

# King's Hideout

KING'S HIDEOUT LIES ON THE ISLAND, BETWEEN THE TWO PLATEAUS, WITH THE BIG TREE.

To find the king, head north from Horteka. You quickly see two plateaus with a small tree on an island between them. That's the King's Hideout. Before you reach it, De Loco attacks you.

THE FIRST OF TWO BATTLES AGAINST DE LOCO AND HIS CHAMELEON SHIP OCCURS BEFORE YOU REACH THE KING'S HIDEOUT.

General ship combat strategy applies to De Loco. He is overconfident and gives you frequent chances to close and launch your harpoon cannon. Two harpoon hits usually finish him.

| |
|---|
| SHIP BATTLE: THE CHAMELEON |
| PILOT: FIFTH ADMIRAL DE LOCO |
| HIT POINTS: 30,000 |
| ATTACK: FLAMETHROWER CANNON (AREA EFFECT) |
| EXPERIENCE: 726 |
| GOLD: 1,900 |
| DROPPED ITEM: CAPTAIN'S STRIPE, B-TYPE CANNON |

KING IXA'TAKA IS IMPRESSED BY YOUR NOBILITY WHEN YOU CHOOSE TO SAVE HIS HIGH PRIEST FROM MOON STONE MOUNTAIN.

Enter the King's Hideout after you beat up on De Loco. During the dialogue with the king, choose "Let's break into the Moon Stone Mines!" for swashbuckling points and continue the story. Before leaving for the mountain, search the king's hut for another cham.

# Moon Stone Mountain

THE IXA'TAKAN SLAVE TELLS YOU HOW TO DEFEAT THE TRAPS IN DE LOCO'S MINE.

Moon Stone Mountain lies southwest of Horteka. Fly until you spot a cylindrical mountain and the familiar name banner comes up. Hike up the mountain path to the save anchor at the entrance.

After you enter, you accidentally set off an alarm that alerts De Loco and Alfonso. Go left at the open door. At the fork, go left again, and search for a cham. Ascend the ramp and take the rightmost corridor. Inside the room, speak with the Ixa'takan slave, who clues you in on how the mine works. Any spot marked with an "O" drops you in a mining cart, returning you to the slave's room. When in doubt, follow the spots marked with an "X".

"X" MARKS THE SPOT. FOLLOW THE XS TO AVOID PITFALLS.

Double back to the large hall and cross the bridge. Step only on areas marked with an "X." At the next intersection, turn left, then left again at the next fork. You should arrive at a tic tac toe puzzle. Follow the "X" spots–left, right, and up.

IN THE ROOM WITH THREE STEEL-MESH WALKWAYS, CHOOSE THE LEFT PATH TO MAKE IT THROUGH UNTOUCHED.

You can choose three steel-mesh walkways in the next room. Choose the one on the left, loop around to the middle path, and search for a cham near the panel. Descend the ramp and enter a corridor with two doors. The first holds four Curia crystals and the second, 800 gold. You come to another steel-mesh room. This time, you ***want*** to fall through the panels. Head right, drop down that panel, and then fall through the middle panel to reach the next door.

IN ONE OF THE STEEL-MESH ROOMS, THE OBJECT IS NOT TO AVOID THE TRAPS, BUT TO FALL THROUGH TO SAFETY.

Straight ahead is Centime's room. He's an Ixa'takan engineer who helps you use the elevators and deactivates some traps for you. After speaking with him, head into the nearby elevator. Exit on the next floor, and open the closest door for a zaal seed. At the next intersection, go straight and retrieve a 3-inch blaster from the room. Continue until you run out of room–this area has a De Loco drill to upgrade Drachma's weaponry. Double back to the last fork and go left. Turn left in this room, and follow the path to an elevator.

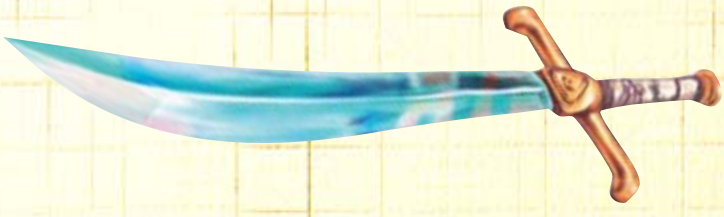
CENTIME HELPS DEACTIVATE DE LOCO'S TRAPS AND WORK THE ELEVATORS FOR YOU.

Travel across the bridge to a large room with many doors. Enter each and you find four glyphs of speed, four glyphs of might, two healing salves, and in the last one, Isapa, the captured Ixa'takan high priest. Aika isn't thrilled to save this male chauvinist, but a promise is a promise. Take the nearby elevator to a save anchor, and prepare for another big boss fight.

| |
|---|
| Temple Boss: Antonio 2 |
| Hit Points: 5,300 |
| Attack: Thunder of Fury (900 points) |
| Experience: 1,503 |
| Magic Experience: 4 |
| Gold: 2,387 |
| Dropped Item: Moonberry |

**Battling Antonio was hard enough the first time around. His second version packs a 900-damage punch and 5,300 hit points.**

Switch to green magic against Antonio 2, and use your best super moves against him. Heal any character who drops below 1,000 hit points to avoid being taken out in a single blow. Alfonso and Antonio 2 actually do you a favor–they're much easier to fight than the spike trap De Loco had in store for you. After the fight, leave Moon Stone Mountain, and return to the King's Hideout.



## Rixis

**To find Rixis, locate the golden man on the plateau next to the King's Hideout, the great bird southwest on the next island, and the blue Rixis statue farther northwest.**

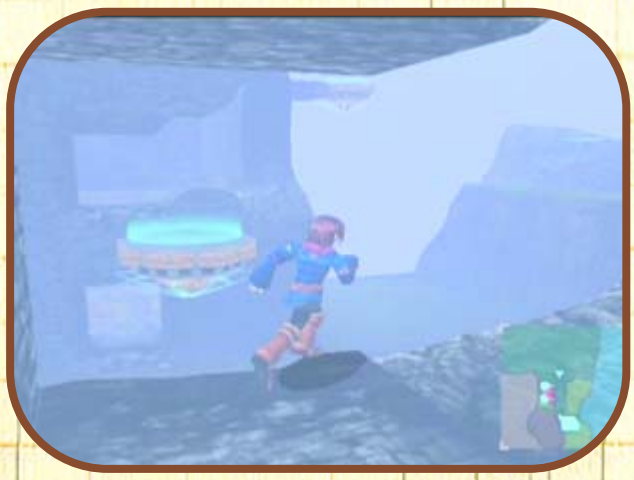
Isapa gives you a rather vague clue about a golden man when you return to the Hideout. Without a little guidance, it'll take you hours to figure out what he's talking about. You must find three discoveries in a row: the golden man, the great bird, and the Rixis statue. The golden man is on the plateau to the left outside the Hideout. Raise your altitude and search the top of the plateau to trigger the discovery.

The next one, the great bird, lies southwest, one island away. Look for the bird carved into a clearing, and take its gem as you did the golden man's.

Point in the direction of the great bird's peak (northwest) and look for Rixis. Keep your altitude low, and you should soon spot the blue statue at a cliff's base.

**You need the gems from the golden man and great bird to enter Rixis.**

At the Rixis entrance, place the great bird's eye in the right statue and the golden man's eye in the left. Before entering the elevator to Rixis, search near the left statue for a cham.



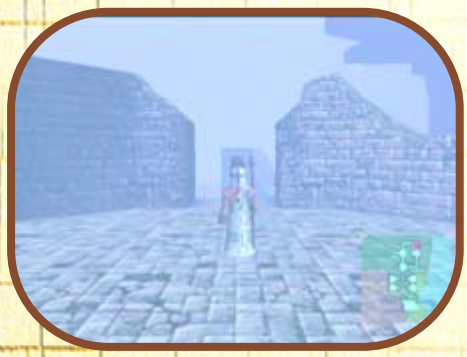
Rixis is a confusing maze of stairs and weird hovering platforms. From the entrance, go straight and turn right at the fork. Climb the stairs, and on the next level, take the left set of staircases. Next, choose the stairs adjacent to the wall. Ride the floating platform at the top of the wall to the far side of the crater. On the other side, descend the stairs to a chest with three Risan crystals.

Return to the previous room, and take the stairs going up. Head forward to some descending stairs. Go through the arch and turn right. Continue past the staircases to another arch on the right. This chest holds a stonecutter for Vyse.

Head back to the staircases you just passed, taking the right-most one. Continue until you come to the edge of a cliff, and wait for a floating platform. Use it to reach the next ledge. In the next room, open the chest for more treasure and another encounter with Zivilyn Bane.

**RIXIS IS A MAZE OF ANCIENT STAIRS AND OTHERWORLDLY FLOATING PLATFORMS.**

| RIXIS BOSS: ZIVILYN BANE |
|---|
| HIT POINTS: 3,250 |
| ATTACK: BURST (900 POINTS AREA EFFECT) |
| EXPERIENCE: 397 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 2,912 |
| DROPPED ITEM: GOLDEN MASK |



**CHASE THE "GHOST," DRIVING HIM TOWARD THE FLOATING PLATFORM THAT HEADS UPWARD.**

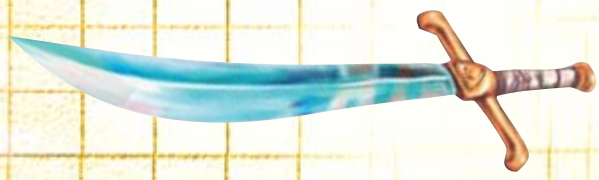
After defeating Bane, ride the nearby floating platform to the far side. Turn right and enter the next room for a moonberry. Return to the previous room and climb the stairs. Obtain the light coat in this room, and continue upstairs. Jump on the moving floating platform, and take it to the next room, where you find a ruin arm for Drachma. Return to the previous room, and then head over to the adjacent room. Take that floating platform to the its first stop, where you should spot the "ghost." Chase the ghost toward one of the floating platforms, which he takes up to the next level.

**RIK'TALISH ATTACKS FEROCIOUSLY FROM THE AIR.**

Follow the ghost to the next level. Since there's a save anchor here, you know another tough battle lies ahead. Sure enough, Rik'talish attacks you at the ruins' top.

| RIXIS BOSS: RIK'TALISH |
|---|
| HIT POINTS: 6,800 |
| ATTACK: FEATHER SLASH (1,000 POINTS AREA EFFECT) |
| EXPERIENCE: 1,830 |
| MAGIC EXPERIENCE: 4 |
| GOLD: 2,700 |
| DROPPED ITEM: SYLPH SEED |

Immediately use a Curia crystal if Rik'talish casts Circle of Panic or Ring of Sleep on any of the party members. Build up spirit and use Vyse to hit Rik'talish with Pirate's Wrath (if you have it), or use Drachma to strike with Tackle special move. Keep all four characters in the battle, and you should do well.



THE IXA'TAKAN PRIEST TRIES TO ESCAPE BEFORE YOU QUESTION HIM.

## The Green Moon Crystal

THE IXA'TAKANS AWAKEN THE GREEN GIGAS, GRENDEL.

Once you corner the ghost and reveal it as an Ixa'takan priest, he confesses that the green moon crystal is gone and that the king and Isapa plan to resurrect the green gigas to destroy the Valuans. You can't do much, but you jump in the Little Jack to see if you can press your luck by beating a second gigas.

IT'S TIME FOR ANOTHER BATTLE WITH THE SOUPED-UP CHAMELEON.

De Loco comes back with a revamped Chameleon. He wants vengeance on you for his previous defeat and plans on stealing the green moon crystal from the Ixa'takans. De Loco's ship is tougher this time, but use the same basic principles–healing each turn, guarding during yellow or red turns, and using the harpoon cannon for the kill–and he shouldn't pose an extensive threat.

| |
|---|
| SHIP BATTLE: THE CHAMELEON (UPGRADED) |
| PILOT: FIFTH ADMIRAL DE LOCO |
| HIT POINTS: 30,000 |
| ATTACK: MOON STONE CANNON |
| EXPERIENCE: 1,043 |
| MAGIC EXPERIENCE: 4 |
| GOLD: 2,400 |
| DROPPED ITEM: – |

BEATING THE GREEN GIGAS IN THE *LITTLE JACK* WON'T BE EASY. YOU NEED A TON OF HEALING AND SEVERAL HARPOON SHOTS JUST TO CONTAIN IT.

De Loco is just the prelude. The real challenge is taking out the green gigas. Heal constantly and harpoon as frequently as possible. Aim for the head. Eventually, after about three or four harpoon hits, you knock Grendel into a valley and trap him there. If you can't beat it, slow it down.

| |
|---|
| SHIP BATTLE: GRENDEL |
| HIT POINTS: INFINITE |
| ATTACK: BOULDER TOSS |
| EXPERIENCE: 1,161 |
| MAGIC EXPERIENCE: 4 |
| GOLD: 2,700 |
| DROPPED ITEM: CAPTAIN'S STRIPE, COMPLETE KIT, GRENDEL WING |

AFTER YOU DEFEAT THE GREEN GIGAS, THE GREEN MOON CRYSTAL IS YOURS.

You meet up with King Ixa'taka at his Hideout. The Ixa'takans apologize for pulling such a foolish stunt and hand over the green moon crystal. With two down, the next quest takes you back to Valua to find the yellow moon crystal.

# PART 6: SHIPWRECKED

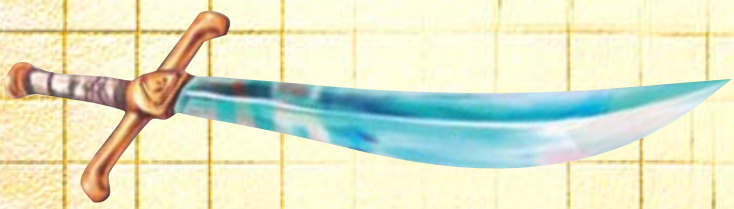
On the way to pick up the third moon crystal, things get complicated. Rhaknam wrecks the *Little Jack*, and Vyse becomes stranded on a deserted island. For the first time, you separately control Vyse and Aika. Another member joins the team, and when you finally end up in Valua, it's not in the state you intended.

## Maw of Tartas

THE BLACK PIRATE GORDO WANTS YOU FOR DINNER—LITERALLY.

Head north from the King's Hideout, and search for an opening between the mountains. Fly north/northeast and the Black Pirate Gordo attacks you. Gordo is all about food, and he and his mad chefs want to devour you.

With a little healing, Gordo can't do much to you. Take out his three mad chefs first, because they can launch Pyres spells at the whole party, doing significant damage. Vyse's Rain of Swords special move works best.



| |
|---|
| NORTH OCEAN BOSS: GORDO |
| HIT POINTS: 2,000 |
| ATTACK: LOQUA SPRAY (600 POINTS AREA EFFECT) |
| EXPERIENCE: 486 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 1,049 |
| DROPPED ITEM: CHAM, FLYING FISH, SPIKED SUNFISH |

CUT THROUGH THE MOUNTAIN RANGES, AND LOOK FOR RUINS IN THE EAST TO FIND TARTAS.

Continue northeast to reach Valuan airspace, swing north for a few seconds, and turn east, going between the mountain ranges again. Continue east until you see the ruins.

Scour the area between the ruins for three different choms. Don't use them, though, or Cupil devolves. Once you cross the seal, four enforcers attack. They have 650 hit points apiece, but shouldn't be that hard if you play smart. Drachma reveals that he's going to hunt the arcwhale Rhaknam again, but this time he plans to finish him or die trying. During the dialogue sequence, choose "We understand. We'll go with you" to maximize your swashbuckling rating.

THE MAW OF TARTAS HAS THREE CHOMS, AND FOUR ENFORCERS GUARD THE RESTRICTED AREA.

That night on the ***Little Jack***, you wake up restless. Find Drachma on the outside deck. After a heart-to-heart talk, he gives you control of the ship. Head east to run into Rhaknam. You don't have long to plan the attack against the whale because a Valuan gunboat is on its tail. You end up fighting the gunboat too.

| SHIP BATTLE: VALUAN GUNBOAT |
|---|
| HIT POINTS: 20,000 |
| ATTACK: NORMAL CANNONS |
| EXPERIENCE: 306 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 600 |
| DROPPED ITEM: DELUXE KIT |

The gunboat can't survive a hit from the harpoon cannon, so dance around until you line up a quality shot. Unfortunately, though, Rhaknam is a tougher customer. Even with the harpoon stuck in its side, the whale doesn't go down. Between the battle with the gunboat, Rhaknam, and the newly arrived Ramirez in his ship, the ***Little Jack*** is done for. Head to the lifeboats, and Drachma decides to go down with his ship. He pushes you to safety in the lifeboats, then disappears with the whale into the gloom. Ramirez's cannon shots blow apart the unarmed lifeboats, and Vyse crashes on a lonely deserted island.

WITH THE ***LITTLE JACK*** IN FLAMES, YOU MUST FIND THE LIFEBOATS TO ESCAPE.

## Deserted Island

VYSE ENDS UP STRANDED ON CRESCENT ISLAND WITH NO HELP IN SIGHT.

It doesn't take long to search the whole island. As you exit the forest, a skeleton sits in front of the rightmost cave. Examine the skeleton to receive Gonzales's map. Enter the cave and obtain a moonberry in the passageway. The room, where Gonzales used to sleep, becomes your sleeping quarters.

SEARCH THE SKELETON BY THE CAVE TO UNCOVER AN IMPORTANT MAP.

Aika and Fina wake up in the Air Pirate, Clara's care. She takes good care of them and drops them off in the port city of Nasr. You now control Aika, so have her enter the city. On the right side of town, find the inn first, then climb the next set of stairs to find the weapons shop.

Inside the weapons shop, find the old Nasr merchant you befriended before, and he gives you an abirik cham to evolve Cupil to his next level. You need rest, so return to the inn and call it a night.

**Clara saves Aika and Fina, and for the first time, you play Aika without Vyse.**

(Nasr Merchant)
Speaking of which, where is your friend?
You know, the one with the eye patch.
You not traveling with him anymore?

Cut back to Vyse as he runs through various survival drills during his two weeks on the island. On day two, you must kill 15 grapors for meat. Hack away with Vyse's faithful cutlass or shoot off a bunch of pyri spells to take out the grapors quickly. Run in circles around the forest and battle until you fill your quota.

**Find your old friend, the Nasr merchant, who gives you an abirik cham. It instantly evolves Cupil to the next stage.**

**One of Vyse's many survival tasks on the island is hunting for food.**

On day four, you must gather five pieces of firewood, and on day six, you must find five moonstones scattered across the small island. As you power up the downed lifeboat with the fallen moon stones, a ship arrives and sees your signal fire. It's a Blue Rogues' ship–you're saved!

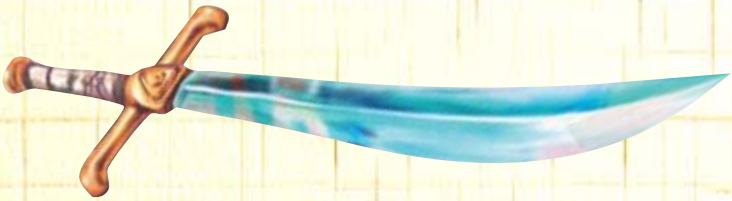
**You're rescued at last! But is the ship a friend or foe?**

## Gilder

GILDER IS THE CAPTAIN OF THE CLAUDIA AND THE NEWEST MEMBER OF YOUR MERRY BAND.

A friendly Blue Rogue, Gilder, captains the ship. He's a fun fellow, if a bit of a womanizer, and helps you out. During your talks, choose the dialogue option "That's a little messed up" when he asks you about his lifestyle practices. He has a good laugh, and your swash-buckling rating climbs.

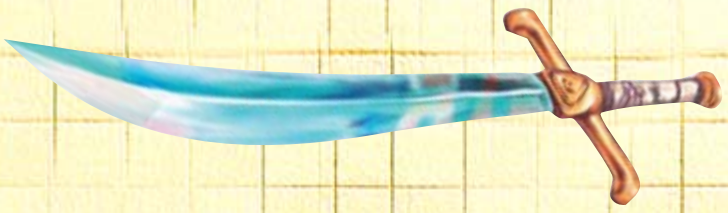
Gilder joins the party and lets you helm the Claudia. Sail south to find Nasr after a random battle or two. Once you get to town, stock up on supplies, and then rest at the inn.



## Nasrad

HELP THE OLD MAN IN FRONT OF THE INN, AND HE GIVES YOU A VALUABLE TREASURE MAP.

Aika and Fina just miss Vyse and leave the inn to pick up their pay-checks. The tavern where they work sits on the opposite side of town, about midway up the storefronts. Your boss hands over your paycheck (enough to buy a ship) and some extras as a going-away present–four Sacres crystals and a cham. These prove invaluable because you don't have your main magic supply (which is with Vyse). On the way back to the inn, you stumble on an old man in need of help. Because you take care of him, he gives you Pedro's map, the second half to Daccat's treasure map. Of course, Vyse has the other half with Gonzales's map. Aika and Fina decide to hunt for the long-lost treasure.



VYSE TRIES TO WARN THE ROYAL PALACE ABOUT THE IMMINENT VALUAN INVASION.

Meanwhile, Vyse and Gilder come to a similar conclusion with their half of the treasure map. First, though, Vyse wants to warn the Nasultan about the advancing Valuan armada. Approach the palace guards at the top of the city, and during the dialogue, choose "We have important information." They let you in, but the Nasultan is a dolt who doesn't listen to you.

DACCAT'S ISLAND PROMISES WEALTH, *IF* YOU CAN MANAGE TWO TEAMS AT THE SAME TIME.

Aika and Fina sail to Daccat's Island first. If you don't think they're strong enough, fight some random encounters around Nasr, return to the city, and buy some extra Sacres crystals. To reach Daccat's Island, journey northeast to Crescent Island, then head north/northeast until you spot the third or fourth island (it looks like a volcano).

On the island, wander around until you find a cham. When you step on the plate in front of the door, the scene switches. Gilder and Vyse follow the same directions, and when they reach Daccat's dungeon door, the fun begins.

# Daccat's Island

**VYSE/GILDER AND AIKA/FINA MUST WORK IN SEPARATE PAIRS TO COMPLETE DACCAT'S DUNGEON.**

Send Aika left at the first intersection to gather a skywing. Upgrade immediately; she needs to dish out the damage when this team fights. Return to the boomerang/cutlass symbol, and switch to Vyse.

Send Vyse into the dungeon, and hang a right at the first fork. It's time for another battle with Zivilyn Bane. You don't have a four-person party, but Vyse has most of your inventory. Whenever Bane pulls out his Super Burst move, Vyse or Gilder must use a Sacres crystal on the wounded teammate during the next turn. Back up Vyse's Cutlass Fury with Gilder's Gunslinger, and Bane doesn't stand a chance.

| DACCAT'S DUNGEON BOSS: ZIVILYN BANE |
|---|
| HIT POINTS: 1,900 |
| ATTACK: BURST (1,100 POINTS AREA EFFECT) |
| EXPERIENCE: 518 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 3,444 |
| DROPPED ITEM: SOUL CRYSTAL |

Once Bane falls, return to the intersection and head right. Take a left at the next turn, and flip the switch there, which opens the door for Aika. Switch back to Aika at the boomerang/cutlass icon.

**TO ACQUIRE THE SOUL CRYSTAL, YOU MUST BEST A STRONGER VERSION OF ZIVILYN BANE.**

Controlling Aika, turn left at the next intersection, and flip the switch for Vyse. At the intersection again, continue straight for some much-needed Sacrulen crystals. Change groups at the switch icon.

**VYSE FLIPS THE LEVERS THAT OPEN AIKA'S DOORS AND VICE VERSA.**

Vyse's next trip is short: go right at the intersection, grab 2,001 gold, and head to the switch icon. Aika should descend the stairs in front of her and procure two suits of maiden's armor. Put these on immediately; they're probably better than the armor you currently own. The deeper you go into the dungeon, the harder it is to keep the girls alive. Retreat the way you came and switch groups.

**While exploring with Aika, you find many magic items. None, though, are more important than the two suits of Maiden's armor. Aika and Fina desperately need the added defense while alone in the dungeon.**

**The cranks rotate stairs to different levels. You must work through this complex, three-dimensional puzzle.**

**Crack the final orientation, and Daccat's giant vault door opens.**

Once the vault opens, a save anchor is located inside. Hallelujah! Send both characters down to the final plates and reunite the group!

(Aika)
You're alive! We raised enough money to buy a boat and we were gonna go looking for you! As soon as we got the treasure, of course.

**Vyse, Aika, and Fina unite!**

Your excitement is short-lived, however. Two bosses guard this treasure, and they are deadly if you don't slay them fast. Destra (ice) and Sinistra (fire) can hit you with 600-damage area effect attacks or team up for a Death Waltz that deals 1,200 damage to everyone! If they Death Waltz twice in a row, you're doomed.

Fair warning: it's about to get confusing. The rest of the dungeon is a giant three-dimensional puzzle. By twisting certain cranks spread throughout the dungeon, you raise, lower, and turn staircases. The idea is to get both Vyse and Aika to the far side of the dungeon labyrinth. It only works one way, so if one of the characters runs into a dead end or runs out of stairs, return and retrace your steps until you get it right.

Start with Vyse and turn his crank three times. Head down the stairs and grab Daccat's armor. Retreat, hit the crank three more times, and then switch teams.

With Aika, proceed forward, collect the magic dew, and step on the plate. Switch back to Vyse.

Have Vyse turn the crank twice, then descend and step on the metal plate.

Aika crosses the bridges and can obtain a vidal seed, cham, and at the lower path, a moonberry. Return to the upper path, and step on the plate.

Vyse heads up to the tunnels, turns left for two Risan crystals, and goes down to get another moonberry. Back at the fork, turn left. Head right and then right again to collect an Electrum box. Step on the nearby plate.

Aika descends to the next plate.

Vyse heads down and across the walkway, climbs the stairs, and rotates the crank once. Switch to Aika.

Run Aika down to her new crank and rotate it twice. Switch to Vyse.

Vyse crosses the stairs and steps on his plate. Aika follows the path to her plate. Once both characters arrive, Daccat's vault unlocks and you're inside.

| |
|---|
| DACCAT'S TREASURE BOSSES: DESTRA AND SINISTRA |
| HIT POINTS: 4,500 EACH |
| DESTRA'S ATTACK: MOON STONE CANNON |
| SINISTRA'S ATTACK: EXPLOSION (600 POINTS AREA EFFECT) |
| TWIN ATTACK: DEATH WALTZ (1,200 TO EVERYONE) |
| EXPERIENCE: 2,373 |
| MAGIC EXPERIENCE: 4 |
| GOLD: 3,180 |
| DROPPED ITEM: ICYL SEED, MAGUS SEED |

To beat these bosses, switch your weapons to red against Destra and purple against Sinistra. The trick is to take one out first so they can't team up to Death Waltz. No matter what, concentrate all your damage on a single foe. One person must probably Sacrum the whole group each turn to keep everyone above the dangerous 1,200 level. Use the strongest super moves or magic you have. Destra and Sinistra show no mercy.

THE FEARSOME TAG TEAM OF DESTRA AND SINISTRA UTTERLY DESTROY YOU IF THEY GET THEIR DEATH WALTZ OFF TWICE.

Congratulate yourself at the battle's end. Those are two of the tougher bosses you fight. Though the characters are shocked by the lack of treasure at the end–a single gold coin–it's more than they think. You can sell it for up to 20,000 gold at the ship guilds. Flip the treasure into your pocket, and head back to Nasr.

THE ULTIMATE TREASURE IS NOT WHAT GILDER AND COMPANY EXPECT.

## Captured!

THE RUTHLESS RAMIREZ WIPES OUT ALL OF NASR AND OFFERS YOU NO CHOICE BUT TO SURRENDER.

Back in Nasrad, the celebration has ended. The Valuan armada attacks, and though you run for the docks, Ramirez catches you. You're given two dialogue choices, "Surrender" or "Fight, even though you know it is futile." Much as you may want to fight, they hopelessly outnumber you. The only possibility is to surrender and hope to escape from your future home, a Valuan prison.

# Part 7: Jail Break

Valua has won. They have locked you up in the Grand Fortress, they hold both moon crystals, and they possess the prototype for the most powerful ship on the planet. Could things get any worse?

The Blue Rogues never give up, though. Gilder always has an escape plan–he's been locked up before–and Vyse never says die.

Gilder's parrot saves the day with some wire and a note.

## Grand Fortress

Race to save Aika from Vigoro's clutches.

Gilder provides the answer to the prison dilemma. His parrot arrives with a note from his crew on the Claudia saying the ship will create a diversion while Gilder escapes. The Blue Rogue uses the wire fastening the note to the parrot's leg to pick the cell lock. Suddenly you're free.

Take out the two officers down the hall. Save at the anchor, and choose "Prisoner Block 200 2nd Floor" on the elevator. Exit the elevator and head straight into Aika's cell.

Inside, Vigoro terrorizes Aika. Despite his size, Vigoro can't do a thing against you. His main weapon, the Vigoro's Charm, only confuses Aika, which doesn't stop Vyse and Gilder from pounding on him. When you beat him, you gain the cannon room key.

| Grand Fortress Boss: Vigoro |
|---|
| Hit Points: 5,500 |
| Attack: Vigoro's Charm (confuses Aika) |
| Experience: 2,101 |
| Magic Experience: 4 |
| Gold: 4,087 |
| Dropped Item: cannon room key |

Follow the artillery barrel to freedom outside.

Aika joins the party after the fight. Reequip her armor, or she won't last long. Return to the elevator and choose "Fortress Cannon Room Battery 28."

Exit the elevator and go through the now unlocked door. Climb the stairs in the next room, which lead to the cannon room. It doesn't seem like a wise choice, but run down the barrel of the huge cannon to gain access to the fortress's outside.

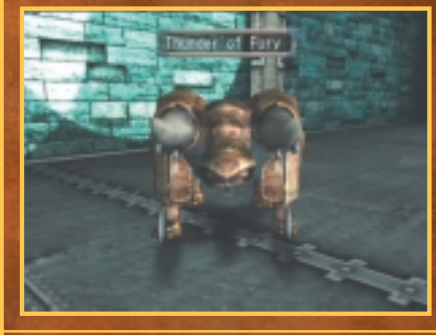
Outside, turn left and head up the stairs. You may trigger a few random encounters against mage wardens. Keep battling–pound them early to keep them from using their big spells–and continue until you reach another elevator. Ride it all the way to the top and another save anchor.

TAKE THE ELEVATOR AS HIGH AS IT GOES TO REACH FINA.

Follow the hallway until you hear voices at the closed door. Wait until the voices pass, then ambush the two officers who guard Fina. One of the guards has a harbor key in his pocket, which grants you access into the next area. Just like Aika, don't forget to suit up Fina. Retrace your steps to the elevator, and ride down to the harbor.

TWO OFFICERS GUARD FINA'S PRISON.

You reach the harbor. Notice that a searchlight circles the area. If the light runs across you, it triggers a random battle with destroyer robots, but the robots themselves are actually pushovers. They can be a pain because so many of them exist, and they like to Call Allies to recruit more punching bags. The big danger, however, is letting them sit too long. A wounded destroyer can enter "emergency" mode and summon forth the very tough Kantor security enforcer.




| HARBOR BOSS: KANTOR |
|---|
| HIT POINTS: 2,700 |
| ATTACK: THUNDER OF FURY (1,200 POINTS) |
| EXPERIENCE: 669 |
| MAGIC EXPERIENCE: 2 |
| GOLD: 1,059 |
| DROPPED ITEM: — |

Kantor resembles Antonio in looks and tactics. It can hit for 1,200, so keep all your characters healed and above that threshold. Several high-powered spells and super moves should take Kantor down with minimal effort.

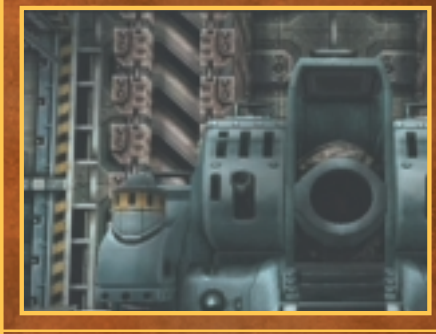
IF YOU DON'T DODGE THE SEARCHLIGHTS, DESTROYER ROBOTS SHOW UP TO TAKE CARE OF BUSINESS.

The second level holds a moonberry chest. The third level contains the exit, but first you should battle Zivilyn Bane by the chest on the opposite side. Yes, you might not ***want*** to battle him with everything else going on, but he's a treasure hunter, so the reward is worth it.

| Harbor Boss: Zivilyn Bane |
|---|
| Hit Points: 4,000 |
| Attack: Burst (1,200 points area effect) |
| Experience: 607 |
| Magic Experience: 2 |
| Gold: 3,807 |
| Dropped Item: nholy dagger |

Avoid two or three Burst attacks in a row, and you should do fine. After you collect the treasure, cross to the third-floor exit (avoiding the searchlights), and save in the next room.

Yet another boss waits in the following room. The Dralkor Tank is big, tough, and powerful. Its Wheel Blast cannon deals 1,500 damage to everyone if the party is close together. Think defense first, and continuously heal to avoid taking two Wheel Blasts in a row. If you can't hit the tank with a super move, guard to reduce the damage coming at you. Aika and Fina should never attack unless it's with a heavy damage-dealing spell. Instead, have them focus for spirit points while Vyse and Gilder hammer away with Cutlass Fury and Gunslinger.



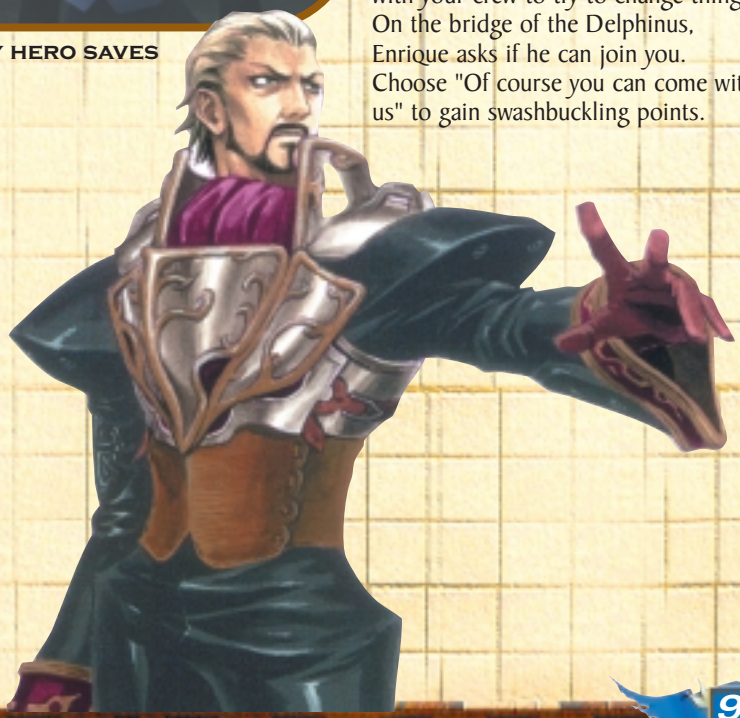
| Fortress Boss: Dralkor Tank |
|---|
| Hit Points: 8,000 |
| Attack: Wheel Blast (1,500 points area effect) |
| Experience: 2,014 |
| Magic Experience: 4 |
| Gold: 4,678 |
| Dropped Item: 5 Riselem crystals |

## Enrique

The alarm goes off, but the most unlikely hero saves you—the prince himself, Enrique!

The tank falls and the alarms go off. The Valuans have finally tracked you down. During a dialogue sequence, choose "Let's take our chances and hop on" to take the nearby lift to safety. It's not a trap. Enrique, the Valuan prince, has saved you. He explains that he's tired of Valua's poor treatment of others, since no one will listen to him, he decides to throw in with your crew to try to change things. On the bridge of the Delphinus, Enrique asks if he can join you. Choose "Of course you can come with us" to gain swashbuckling points.

The Delphinus, prototype for a new breed of super-ships, packs more firepower than the entire armada.



## The Delphinus

| |
|---|
| Hit Points: 36,000 |
| Main Attack: moonstone cannon |
| Value: 11,000,000 |
| Maximum Spirit: 20: |
| Defense: 50 |
| Magic Defense: 100 |
| Dodge: 5 |
| Quickness: 90 |

Enrique thought ahead. He recaptured the green and red moon crystals and hands them over to you. With time running out, make a break for freedom in the Delphinus. The last challenge is the fortress gate as it tries to blast you out of the sky. Guard during the early round, then focus until you have enough spirit to activate the moonstone cannon. One shot from that baby and you're home free!

| |
|---|
| Ship Battle: Fortress Gate |
| Hit Points: A lot |
| Attack: heavy cannons |
| Experience: 1,408 |
| Gold: 3,000 |
| Dropped Item: gear grease |

## The New Crew

Gilder leaves with some final words of advice.

On board the Delphinus, Enrique suggests a new captain for the ship. Though you feel modest, choose "I'll do it!" when given the option. You must lead the team from now on.

Scout the ship, especially the two loose panels on the sides of the bridge. One holds a moonberry, the other a stowaway! Marco, the punk kid from your early adventures in Valua, joins the crew as a sailor. Gilder gives you some parting wisdom, then leaves as Enrique officially joins the band.

Polly joins the crew as the new cook.

Head to Sailors' Island, and recruit Polly in the tavern. She becomes the new cook. Also pick up Lawrence (outside the sailors' guild) and Pinta (inside the weapons shop). For an extra cham, search the top of the lighthouse.

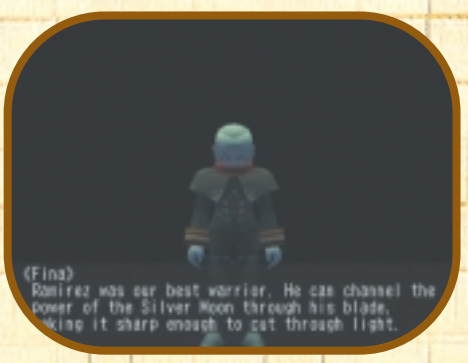
Sail northwest through the South Dannel Strait to Nasrad. Recruit Khazim by the cannons on the main dock. Go to the leftmost corner, and climb the ladder to the top. Khazim hangs out there, lamenting his lack of success against the Valuan armada. He'll do anything to strike back at them and so joins the crew free of charge. Also pick up Osman sitting in the ruins of a blown-apart shop on the left side of town.

In Nasrad, recruit Osman inside the city by the destroyed shop.

## Crescent Isle

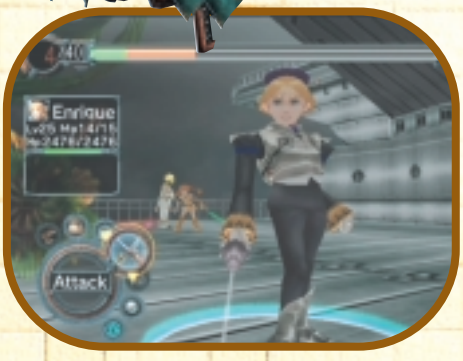
YOU CAN'T GO ANYWHERE UNTIL YOU FORK OVER 100 GRAND TO THESE TWO SAILORS.

Depending on your fortunes–literally–the next part of the game could be a huge stumbling block. When you arrive at Crescent Isle, you must hire Brabham and Izmael to upgrade your ship and build a new base. You can't proceed in the story without them. Of course, it's not that easy because Brabham asks for 25,000 and Izmael needs 75,000. You must either sell everything you stockpiled or jump in your ship and look for a whole lot of discoveries and random encounters.


(Fina)
Ramirez was our best warrior. He can channel the
power of the Silver Moon through his blade,
making it sharp enough to cut through light.

FINA REVEALS RAMIREZ'S SILVITE ORIGINS.

Later that night, Fina reveals Ramirez's Silvite origin: He was once the civilization's greatest warrior, and they sent him to stop the Valuans. The Silvites lost contact with him, so Fina doesn't understand what could have happened to the once noble soldier. At the end of her tale, she feels depressed. Choose "Try and cheer her up!" to boost your swashbuckling rating.




TO EARN ENOUGH FOR BRABHAM AND IZMAEL, YOU MUST STAGE A BUNCH OF RANDOM ENCOUNTERS FOR EXTRA GOLD.

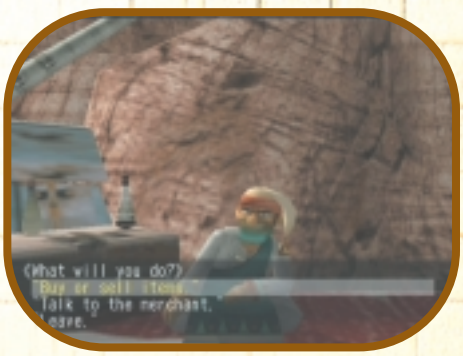
## Esparanza

A TECHNOLOGY UPGRADE ALLOWS THE DELPHINUS TO PASS THROUGH SKY RIFTS AND REACH PLACES SUCH AS ESPARANZA, WHICH ARE OTHERWISE HIDDEN.

You find out from Fina that the next moonstone crystal is in Yafutoma. First you must stop in Esparanza to find out exactly where Yafutoma resides. From Crescent Isle, sail south/southwest to Maramba and then south/southwest to reach the South Ocean. Pass the mountains' end on the ocean's eastern side, take the plunge through the sky rift, and hug the land until you reach Esparanza.

BECAUSE YOU JUST SPENT MOST OF YOUR MONEY, HUNT AROUND ESPARANZA FOR HIDDEN TREASURES.

When you land at Esparanza, traverse the walkway into the city proper. Climb down the ladder in the center of town for a cham. Go through the door there, and continue forward to find 2,248 gold. In the building near the inn, flip the greenish switch to drop a ladder. Climb the ladder and open the chest for three Valuan uniforms you can sell.




THE MERCHANT AT THE BACK OF TOWN HAS GREAT PRICES.

Climb the ramp in town, heading all the way to the back. A merchant with great items waits on his rug. Upgrade the ship and personnel as best you can with your now limited cash. Don't forget to buy repair kits. You're about to fight a few ship battles.

IN THE TAVERN, SPEAK WITH THE SLEEPING SAILOR TO FIND OUT ABOUT THE DARK RIFT.

Turn around and head to the tavern. At the back of the inn, talk to the sailor who looks like he's asleep. He complains about the hopelessness of it all. During his conversation, Fina interrupts and asks you to return to speak with Enrique. The Valuan armada has arrived with Admiral Gregorio, Enrique's uncle, in charge. Gregorio is known for his impressive military career. To continue your mission, you must beat him.

## Admiral Gregorio

SMOOTH SAILING OR UTTER DEFEAT? ONE OR THE OTHER IS JUST ONE WRONG DECISION AWAY IN YOUR UPCOMING SHIP BATTLES WITH THE VALUANS.

You fight three Valuan ships in a row. First up is the cruiser, the warm-up act. Load up on spirit, guard, and then hit it with the moonstone cannon in the second round. It won't stand a chance.

| |
|---|
| Ship Battle: Gregorio Cruiser |
| Hit Points: 25,000 |
| Attack: normal cannons |
| Experience: 848 |
| Magic Experience: 4 |
| Gold: 1,700 |
| Dropped Item: speed wax |

Second up is the gunboat, which is a little tougher. You'll most likely have to maneuver for several rounds until you build up spirit and get in close to blast it to shreds with the cannon. Use healing spells in this fight instead of repair kits. In the final battle, those repair kits will keep your spirit free for weapons.

| |
|---|
| Ship Battle: Gregorio Gunboat |
| Hit Points: 30,000 |
| Attack: normal cannons |
| Experience: 848 |
| Magic Experience: 4 |
| Gold: 1,700 |
| Dropped Item: crystal ball, shredder bomb |

Finally, you face off against the great Gregorio. This is a ***long*** battle. Don't be surprised if it takes more than a half hour of actual play. Gregorio's high defense and frequent evasive maneuvers make it difficult to get off a moonstone cannon shot. Immediately cast Increm to boost your stats to his level. You must guard during the turn he rams you (when the color box is red). If you can't get the cannon to work, you must take advantage of your green turns and fire all weapons at him. During yellow turns, guard or heal with repair kits. Keep your spirit high, so you may want one crew member to focus each round.

| |
|---|
| Ship Battle: The Auriga |
| Pilot: Second Admiral Gregorio |
| Hit Points: 50,000 |
| Attack: 12-inch cannons |
| Experience: 2,573 |
| Magic Experience: 4 |
| Gold: 5,200 |
| Dropped Item: captain's stripe, heavy armor deck, 12-inch cannon |

**TIP:** Cast Quika before Gregorio rams and he will miss.

Admiral Gregorio accepts defeat.

After Gregorio's vessel goes up in flames, he limps back to you and offers Enrique one last chance to return to Valua with him. Enrique declines. It's time to gather your new ship, crew, and equipment for a plunge into the unknown–the Dark Rift!

# PART 8: BLUE MOON CRYSTAL

No one knows what lies on the other side of the Dark Rift. At least, no one ever returned to tell the people of Esparanza. Vyse and the Delphinus's crew are about to cross the forbidden sky rift in search of the blue moon crystal. What they find will change their lives forever.

THE ONLY WAY TO YAFUTOMA IS THROUGH THE DARK RIFT.

## The Dark Rift

IN THE FIRST SHIP DUNGEON, SEARCH THE SUNKEN SHIPS FOR HIDDEN TREASURES.

AT THE CENTER OF THE FLOATING MOON STONE ROOM IS THE LONG-LOST BLACK MOON STONE.

At the end of this tunnel, enter the moon stone room. Fly toward the room's center, where glowing blue outlines a black stone. Discover the black moon stone here. Turn around and return the way you came, but enter the vortex at the far-right.

Stock up on supplies, and cast off from Esparanza. Fly southeast and look for a black vortex in the Dark Rift; it is the entrance to the Dark Rift ship dungeon.

Go in the tunnel until you emerge in a room filled with exotic plants. Up and to the right, see an island with a sunken ship. Pick up the moss armor in that ship, then search the sunken ship at the bottom of the room for a magus seed.

Climb up to medium altitude, and look for a hole in the wall to the left. Head through the new tunnel to another room, and search the ship for a dream cutlass to upgrade Vyse. Drop and enter a tunnel to the right.

FIND THIS SHIP TO REUNITE POLLY WITH HER HUSBAND AND RECRUIT A NEW CREW MEMBER.

In the next room, drop altitude and head to the left. Below is a ship with three sanctum crystals, and above is another sunken ship. Make contact with this ship to enter. An old man greets you, but he doesn't remember who he is until he speaks with Polly. It turns out that Robinson is her husband, who was shipwrecked many years ago. He joins the crew and lets you take the moonberry in his chest.

THE MOONBERRY IN ROBINSON'S CHEST.

Back in the Delphinus, return to the moon stone room. Look for the red vortex (outlined in flashing red), and head through this tunnel. In the room, go up, look for the upside-down ship, and grab an extra moonberry.

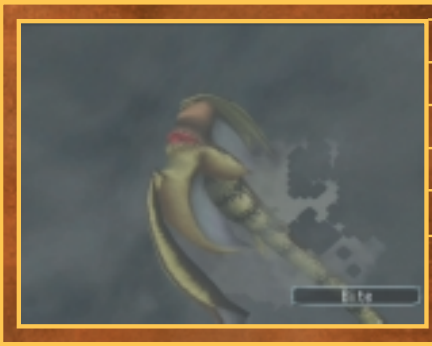
FOLLOW THE ARROW OF LIGHT TO ZIVILYN BANE AND THE EXIT.

Locate a vertical column of light in the shape of an up arrow. Follow the arrow, which leads to the final vortex. Before you battle there, search the last sunken ship for another encounter with Zivilyn Bane.

| DARK RIFT BOSS: ZIVILYN BANE |
|---|
| HIT POINTS: 4,800 |
| ATTACK: BURST (1,500 DAMAGE AREA EFFECT) |
| EXPERIENCE: 751 |
| MAGIC EXPERIENCE: 3 |
| GOLD: 4,361 |
| DROPPED ITEM: CHALICE OF BLOOD |

Enter the final vortex, which takes you to the giant serpent monster, Anguila. Save before battling the boss. Though Anguila has 55,000 hit points, its attacks are weak. When given a choice to stay or retreat, stay and deal more damage; you can reheal with a repair kit or Sacrulen spell. After you dispense a good portion of damage, Anguila leaves the protection of the vortex and attacks you. One moonstone cannon blast sends the guardian to the ocean depths.

A GIANT SERPENT MONSTER GUARDS THE FINAL PORTAL.



| SHIP BATTLE: ANGUILA |
|---|
| HIT POINTS: 55,000 |
| ATTACK: DEADLY BITE |
| EXPERIENCE: 2,500 |
| GOLD: 5,400 |
| DROPPED ITEM: CONCUSSION BOMB, HEAVY TORPEDO, TIMING VALVE |

# Yafutoma

LOOK FOR THE GUARDIAN WALLS ON THE OTHER SIDE OF THE SKY RIFT.

Exit the Dark Rift, and find Yafutoma. Sail northeast into the next sky rift. You will stumble on the Guardian Walls discovery, which is in your path toward Yafutoma. On the other side of the sky rift, head due north.

TENKOU SHIPS AMBUSH YOU INSIDE YAFUTOMA AIRSPACE.

You don't get far. Tenkou warships ambush you when they spot you. You must beat one of them to prove you're not a pushover. Use standard ship battle practices, with one exception: Don't rely on the normal cannons. If you have torpedoes installed, fire those in place of cannons. The Tenkou ships gain great altitude, making tracking them with cannons difficult. One direct hit with the moonstone cannon does the trick.

| SHIP BATTLE: TENKOU SHIP |
|---|
| HIT POINTS: 25,000 |
| ATTACK: NORMAL CANNONS |
| EXPERIENCE: 478 |
| MAGIC EXPERIENCE: 3 |
| GOLD: 900 |
| DROPPED ITEM: CRYSTAL BOMB, PYRO BOMB |

EVEN AFTER YOU BEAT THE TENKOU SHIP IN A DOG-FIGHT, THEY BOARD YOUR SHIP.

Your victory doesn't get you far. The Tenkou board the Delphinus even after you beat them in combat. Leave the bridge and walk onto the deck to trigger the fight. Two brothers, Jao and Mao, challenge you to a duel. If you surrender, you lose your weapons–so fight them now and get it over with.

| |
|---|
| Tenkou Bosses: Jao and Mao |
| Hit Points: 2,700 apiece |
| Jao's Attack: Irnagun (1,200 damage) |
| Mao's Attack: Tatatimorutto (1,200 damage) |
| Experience: 1,490 |
| Magic Experience: 3 |
| Gold: 2,554 |
| Dropped Item: Moonberry |

These two brutes overwhelm you if you aren't careful. Concentrate all the firepower on one of the brothers, before facing the second. Vyse and Enrique should battle, while Aika heals and Fina focuses. In a pinch, the girls can fire off one of their powerful spells instead of saving spirit for healing.

Jao and Mao challenge you to a duel for your sword.

After the battle, head north until you see Yafutoma's floating gates. Tussle with the guards before Lord Mikado speaks with you and explains that the blue moon crystal is located inside Mount Kazai. Explore the town before heading to the dungeon.

At last you reach Yafutoma.

Ride the elevator near the palace to the main part of the city. Search for a hidden door in the item ship for 3,000 gold, and gain a cham near the ferry dock. Flip the red switch near the flat bridge, and jump on a raft to reach the hidden moonberry chest.

Use the rafts to navigate the waterfalls, and pick up the hidden treasure chests.

In the southeast part of town, go over the waterfall to reach a new section. It looks dangerous, but it's painless.

Though it looks like suicide, the only way to the other side of town is over this waterfall.

Look for a building undergoing construction, and talk to the builder, Kirala. During the dialogue, choose "You're right about that" to pump up her ego and get her to join the crew. Her sister joins as well.

FIND KIRALA THE BUILDER, AND SHE JOINS THE CREW.

To find Kirala's sister, run up the stairs, and ride the elevator to the first part of town. Jump on a raft, and head northwest to find the restaurant. The waitress, Urala, joins the crew after some reservations.

Unless you want to shop, head southwest and descend the stairs to the docks. Talk to the ship merchant, and choose to go to Mount Kazai. The merchant hands you an underwater suit and fires up his ship.

THE SHIP MERCHANT TAKES YOU TO MOUNT KAZAI.

## Mount Kazai

YOU NEED THE UNDERWATER SUIT TO EXPLORE THE MOUNT KAZAI DUNGEON.

Slide down the rope inside the dungeon, and pass through a short underwater area before reaching the large central chamber. You must fill this area with water, so operate the control panel in front of you. Now you must only push a few more buttons around the dungeon.

IN THE CENTRAL CHAMBER, PRESS THE CONTROL PANEL TO FILL THE BASIN WITH WATER.

Try the east passage first. When you enter the new room, turn right and descend the ramp. While underwater, find the ramp at the room's center, climb it, and activate the control panel. Retrace your steps, and a new bridge to a second control panel now exists. Press that panel and return to the central chamber.

TRIGGER THE CONCEALED BRIDGE TO REACH ANOTHER CONTROL PANEL.

The south passage out of the central chamber leads to another encounter with Zivilyn Bane. The treasure hunter tracked down the windsong orb, and you must deprive him of the stolen goody. Follow the passage to an intersection, then go right. Eventually, you reach an underwater chamber. Go right, looking for a small corridor that returns you to dry land. Follow the path, taking a left at the fork to find another control panel.

Return to the underwater chamber, and go straight until you reach a wall. Go left along the wall until you find a passageway. Follow it to another room with a ramp. Climb the ramp to the Zivilyn Bane chest.

| |
|---|
| Mount Kazai Boss: Zivilyn Bane |
| Hit Points: 5,200 |
| Attack: Burst (1,600 damage area effect) |
| Experience: 854 |
| Magic Experience: 3 |
| Gold: 4,738 |
| Dropped Item: Windsong orb |

Zivilyn Bane and the windsong orb wait when you open this chest.

Return to the central chamber and take the western passage. You enter a room with many pools. Go straight, entering the third pool on the left.

In the pool room, enter the left pool at the second intersection to drop on the correct underwater platform below.

You should drop on top of a walkway with a control panel nearby. Activate the control panel, return to the drop point, and descend the ramp deeper into the pool. Follow a passageway on the west wall to the central chamber.

Once the central chamber fills, jump into the water, and float to the bottom.

The central chamber should be full of water now. Head to the ramp you couldn't access before, and jump into the deep end. You sink for a while, so don't panic.

At the bottom, go straight through the doorway in front of you. At the first intersection, go straight again to find a moonberry. Return and take the other branch, but first search for a cham at the split. Continue until you enter a room with two robots imbedded in the wall. The robots animate and attack you.

Two alusphere robots assault you when you enter this room.

The alusphere robots are difficult. Each is equipped with a weird laser beam that turns victims to stone. Batter the robots as best you can, having one party member use a Curia stone or spell as soon as someone gets petrified. If the whole party is turned to stone, you lose.

In the next room, hit the control panel, which opens a special bridge to the right. Hit the next panel, and it raises you to the next level. Ignore the next panel (it resets the room), traveling through the doorway ahead.

The ultimate tough guy, Tortigar, guards the final bridge.

Continue until you find the elevator. Descend and save at the bottom. It's time for another boss, the ultra-tough Tortigar.

Prepare for frustration. Tortigar casts Steelskin, which prevents all damage to it for the round. You can't penetrate this barrier. You have two choices: very slowly chip away at the barrier during the rounds Tortigar doesn't cast Steelskin, or save up spirit until you max out and can cast Prophecy. This crew-special maneuver deals a ton of damage, and Steelskin can't stop it. Because both you and Tortigar can cast healing spells, settle into your chair for the long haul.

| Mount Kazai Boss: Tortigar |
|---|
| Hit Points: 10,000 |
| Attack: Ice Storm (900 damage area effect) |
| Experience: 3,875 |
| Magic Experience: 6 |
| Gold: 4,350 |
| Dropped Item: Moonlight Robe |

Max out your spirit to cast the ultra-powerful Prophecy super move. It's the only way to beat Tortigar without losing party members.

The blue moon crystal is yours—if only for a few minutes.

The blue moon crystal is yours, temporarily, after the big fight. You must give it back to Lord Mikado as promised. Jump on the merchant ship, and return to Yafutoma.

## Exile Island

Belleza shows up at Yafutoma in time to ruin the party.

Lord Mikado throws a big party for your victory. The next day, however, Belleza and the Valuan armada show up to spoil the fun. Meet up with Belleza at the port. During the dialogue, choose "Wait and see what happens." The Valuans didn't do anything wrong yet, so you can't stop them.

Back in your room, you receive another choice after you hear about the Valuan treachery. Choose "Run and hide" even though you want to fight the villains. The Valuans have the upper hand right now, and you need time to prepare.

Lord Daigo, leader of the Tenkou, vows to fight the Valuans and free his home.

After you escape, you end up on Exile Island. Climb the stairs to the top and fight the Tenkou on the way. You meet Daigo, leader of the Tenkou and brother of Princess Moegi. When he asks you to join his attack, choose "Of course!" It's time to fight the Valuan armada again.

## Retaking the Delphinus

While the Tenkou battle the Valuans, steal back the Delphinus.

Knowing the strength of the Delphinus, distract the Valuan armada while Vyse retakes his ship. It's a bit dicey, but Daigo gets you close enough. Fight the four soldiers on the deck, enter, and take on the red guards defending the bridge.

Fight through the soldiers holding the Delphinus to reach the bridge and beat Muraji.

This fight should be a cakewalk. Muraji casts spells only to reinforce his soldiers. Ignore him, concentrating on beating the henchmen. A Skull Shield or two prevents all physical damage while you whack away. When the last one falls, regain control of the Delphinus.

## The Blue Moon Crystal

| |
|---|
| Delphinus Boss: Muraji |
| Hit Points: 3,300 |
| Attack: Increm |
| Experience: 1,377 |
| Magic Experience: 6 |
| Gold: 2,646 |
| Dropped Item: 4 magic dews |

It's moonstone cannon or bust against the blue gigas.

When you command the Delphinus, Vigoro attacks in the Draco. This fight is an in-your-face affair. Every round gives you the opportunity to fire the moonstone cannon. Of course, Vigoro fires away with his Draco cannon. Whoever delivers the most damage wins. Cheat a little by healing once or twice when it gets close.

| |
|---|
| Ship Battle: The Draco |
| Pilot: Third Admiral Vigoro |
| Hit Points: 45,000 |
| Attack: Draco cannon |
| Experience: 3,246 |
| Magic Experience: 6 |
| Gold: 6,100 |
| Dropped Item: Captain's stripe |

You have no time for rest after Vigoro falls. Bluheim shows up to wipe you from the skies. Don't expect to trick this gigas; you must fight it and win. With 10,000 hit points and super speed, that's going to be tough.

**Bluheim, the blue gigas, flies fast enough to avoid most of your normal cannon shots.**

Bluheim doesn't deal much damage with its attacks–usually only about 7,000 damage–but it attacks up to four times in a round. Generate spirit early, and always heal during the fourth round if you have significant damage. Of course, unload with the moonstone cannon when given the opportunity. Otherwise, fire all weapons as spirit allows. Most will miss due to Bluheim's sheer speed, but the more damage you inflict, even minimal, the faster this fight goes.

| |
|---|
| Ship Battle: Bluheim |
| Hit Points: 100,000 |
| Attack: Blue Lightning |
| Experience: 4,286 |
| Magic Experience: 6 |
| Gold: 8,100 |
| Dropped Item: Captain's stripe |

Finally, you can rest easy. The blue moon crystal is yours after you speak with Daigo and his father. They give you a book of polarity, which enables the Delphinus to climb to greater altitudes. Princess Moegi joins the crew as a delegate to help stop the Valuans.

**Princess Moegi decides to help you beat the Valuans once and for all.**

In the Delphinus, choose "Let's try heading East" when you decide to return to Crescent Isle.

# Part 9: Purple Moon Crystal

No more treachery, interference, or distractions. This time you go into a dungeon and recover a moon crystal without someone else stealing it from you when you finish. Fight the iced-up monsters in Glacia to find the crystal in an unlikely place.

On the Delphinus's bridge, you decide to sail around the world.

## Around the World

Use the breach that the Valuans created in the stone roof as a shortcut home.

You decided to sail around the world to reach Crescent Isle. So why not use the shortcut the Valuans provided? They blasted a hole in the stone reef on their way to Yafutoma, so return through it to save time. Head southeast from Yafutoma until you see the hole. It's outside Yafutoma, so if you run into more than two random encounters, you went too far. From the hole, head into Ixa'taka, and follow the map directions (east, then northeast).

Crescent Isle underwent a huge upgrade.

When you reach Crescent Isle, you learn your 100,000 gold wasn't wasted. Brabham and Izmael upgraded the island into a hideaway and prepared thicker armor to reinforce the Delphinus. After speaking with them, they join the crew.

Speak with Belle beneath Crescent Isle, and she joins the crew.

Speak with Belle, the girl in pink, by the save anchor and she'll join the crew. Search behind the building with the large cannon for another cham. To proceed, find the new meeting room, which is topside. Ride the elevator at the north end of town, and enter the big building at the top.

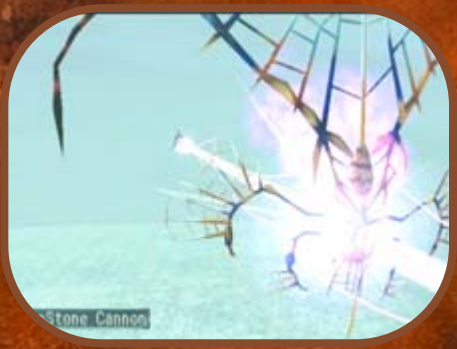
The Lands of Ice lie on the biggest floating iceberg.

The next destination is the Lands of Ice. Head south to the Dark Rift area, then go west. Pass through a new sky rift to see floating icebergs. When you spot them, fly southwest, looking for a bigger ice mountain and large ice-covered land. Search here for the entrance to the Ruins of Ice.

## Side Quests

For a quick side quest, attack the flying Alania in the skies over the Lands of Ice.

Alania, a spidery creature that shoots out energy webs, is flying around the Lands of Ice. If you run into it, you enter a ship battle. Several of these side quests exist in the game; none affect the main story line, but they can earn you extra gold and experience.




Alania can't withstand a full-strength Moonstone Cannon blast.

Alania isn't a match for the Delphinus. You can take two rounds of direct hits, then Sacrulen heal in the last round to regain all lost hit points. In the meantime, shoot with everything you have, or focus for extra spirit. You don't need evasive maneuvers in this battle.

| Ship Battle: Alania |
|---|
| Hit Points: 52,000 |
| Attack: Spiral (7,000 points) |
| Experience: 3,573 |
| Magic Experience: 3 |
| Gold: 6,500 |
| Dropped Item: Air Purifier, Goddess Figure |

Look for other side quest battles. You can find a giant squid flying around the north of Crescent Isle.

## Ruins of Ice

Find the bluish column of ice to uncover the dungeon entrance.

As you skim the ice mass, search for a light blue spot on the ground. It's tough to see, so drive around the continent a few times to find it. When you run across it, the ship smashes through the ice, and you enter the dungeon proper.

Immediately find a Cham upon entering the Ruins of Ice.

This part of the dungeon is straightforward. Go forward and answer three riddles for the three guardian crystals. The first one asks "What is the purple moonstone's power?" Choose "The power of ice." At the second guardian, answer "Maybe two" to the question "What number is hidden in the Crest?" Descend the last slide to the third guardian, and answer the question "What are the abilities most valued by Glacia?" When you choose "Will and spirit," the final door opens, and you can enter Glacia.

**The guardian crystals ask you three riddles. Answer them correctly to pass through to Glacia.**

## Glacia

**Don't use purple magic against Glacia dwellers. They take minimal damage and hit back harder.**

Glacia is confusing. Use the map as guidance and stick to the most direct route, or you'll trigger too many random encounters (unless you want to pump up your experience).

**Glacia is a maze of platforms and pillars. Watch the map to guide you through.**

After the guardians, mount the floating platform, and ride it into the city. Take the new path until you come to an intersection. Go west to the next intersection, then head south until you come across another fork. Turn north to find an ice splitter.

**The more you wander, the more random encounters pop up. Stick to the mission at hand.**

Return to the first intersection and head east. At the next intersection, head west for another battle with the treasure hunter Zivilyn Bane.

| Glacia Boss: Zivilyn Bane |
|---|
| Hit Points: 5,600 |
| Attack: Burst (1,800 damage area effect) |
| Experience: 1,021 |
| Magic Experience: 3 |
| Gold: 5,312 |
| Dropped Item: winter orb |

By now, you've got the fight with Zivilyn Bane down to a science. Heal immediately after a Burst attack. Otherwise, save spirit to hit him with Cutlass Fury, Royal Blade, and Pirates' Wrath.

**This chest triggers another fight with Zivilyn Bane.**

After you dispatch Zivilyn, return to the previous intersection and head north. Jump on the floating platform, and travel to a chest with a frostblade. Reverse direction and go south at the intersection to nab another cham for Cupil.

**Ride the floating platform to a frostblade.**

From here, follow the path leading to the most northern map section. Many random encounters will occur, and it might seem like it takes awhile because the monsters in Glacia have higher hit point ratios than normal. When you reach the top, save at the anchor, and prepare to beat the boss of Glacia.

**Pound away on the frost worms with everything you have. In this region, only the Dolthstra is stronger.**

Don't let Veltarn use his Avalauncher twice in a row, or you're in trouble. Sancrum the whole party after such a blast, or Sacrulen one party member who's really in trouble. Watch for its Death Laser–it deals only minor damage, but can knock a character unconscious if it overcomes the character's magic defense. If a character drops, use Riselem magic to return them before too many succumb.

**Beat Veltarn with fire magic and heavy-duty super moves.**

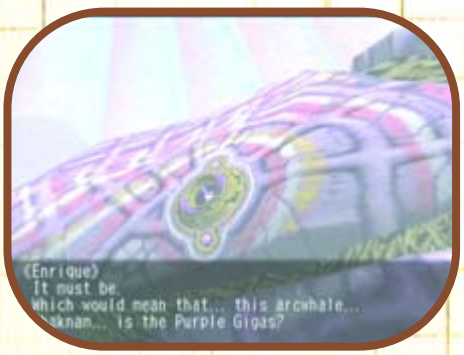
The best plan of attack is fire damage. Increm Vyse and Enrique so they can dish out more damage with super moves such as Pirates' Wrath and Royal Blade. Aika and Fina fire off spells when they can; otherwise, they focus for spirit. If the whole party loses many hit points, save the 18 spirit for the amazing Lunar Light and restore everything.

| Glacia Boss: Veltarn |
| --- |
| Hit Points: 12,000 |
| Attack: Avalauncher (1,800 damage area effect) |
| Experience: 3,357 |
| Magic Experience: 6 |
| Gold: 6,491 |
| Dropped Crystalen box |

## Rhaknam

In the heart of Glacia, you reunite with Captain Drachma.

With Veltarn gone, ride the platform and go right before opening the door. Grab the moonberry in the chest and return to the door. Inside you find Drachma tending to the fallen Rhaknam. The arcwhale is actually the purple gigas, and the purple moonstone is imbedded in one of its eyes. The captain explains that Ramirez's armada mortally wounded the beast, which he now feels sorry for. When Rhaknam dies, you gain the purple moonstone, but lose Drachma. The captain grieves in private, so when the dialogue option comes up, choose "Yeah. We should just let him go."




The purple gigas, Rhaknam, dies to give you the purple moon crystal.

In preparation for the next journey, return to Crescent Isle. Track down the yellow moon crystal in the Maw of Tartas. It's a good thing Brabham upgraded the Delphinus to soar to greater heights than ever before. You'll need it.

# Part 10: Yellow Moon Crystal

It's all downhill from here. The Silvites control the silver moon crystal, so all that's left for the Blue Rogues to do is pick up the yellow crystal. Unlike the other adventures, this mission is in and out–one ship dungeon, some miscellaneous monsters, and the yellow gigas. It should be the shortest quest in the game, but that doesn't mean it's the easiest.

## Plan of Action

Before leaving Crescent Isle, stock up on supplies such as Sacrum crystals and repair kits.

Hang out at Crescent Isle until you have a good rest and stock up on supplies. You need ample Sacrum crystals and repair kits for spiritless healing. Look through your inventory, and upgrade character equipment and weapons on the Delphinus if you have any recent finds. In the heat of battle, sometimes you'll forget to equip new magic items, so it's always a good idea to check during down time.

An ancient scroll explains that you must descend below Valua to recover the yellow moon crystal.

In the meeting room, you decide to head to Valua for the yellow moon crystal. Fortunately, the ship has been improved and can now fly higher and lower than ever before. According to an ancient scroll, you must fly ***under*** Valua to find the secret Maw of Tartas entrance. It's time to test out the ship's new technology.

# Maw of Tartas

HEAD WEST FROM CRESCENT ISLE TO SEARCH FOR THE DANCING LIGHTS DISCOVERY.

From Crescent Isle, head west. When you see the Valuan continent, dip below the cloud cover, and dive under the landmass. Continue west, scouring back and forth for the Dancing Lights discovery. If you come out on the other side of Valua, you went too far. Find the Lights about halfway under the continent.

TURN NORTH OF THE DANCING LIGHTS TO FIND THE MAW OF TARTAS ENTRANCE.

Leave the Dancing Lights, turn north, and search for the Maw of Tartas entrance. It's in sight from the discovery, so don't wander far. Traverse the narrow passage until you see a cave mouth–the entry point to a new ship dungeon.

THE MAW OF TARTAS IS THE SECOND SHIP DUNGEON.

Inside the Maw, six new monsters assault you. The first three–stalk fiends, nadnarbs, and nairads–don't match well against your high-level characters. None top more than 400 hit points, and only the stalk fiend can deal 300 damage in a single shot. The only danger is the nairad and nadnarb Stone Ooze attack. As you might guess, this move petrifies a character on contact, immediately removing that party member from the fight. Two or three of these attacks could cripple the group, so use your Curia crystals the turn after someone turns to stone.

EASILY DEAL WITH STALK FIENDS AND NADNARBS IF YOU DON'T GET TURNED TO STONE FIRST.

The other three Tartas creatures are much more than punching bags. The "weakest" of the bunch, the shrilp, clocks in at 1,900 hit points; while the carnilak tips the scale at 2,300 hit points. Almost three times that tough, the dracolurg can hit the entire party with a 900-point Frost Breath. Save the party's spirit for super moves and mega-damage spells to target these three monsters when they form a group.

CARNILAKS AND THE MASSIVE DRACOLURG SUCK UP A LOT OF DAMAGE, HURTING YOU WHILE YOU SWING AWAY.

Speaking of saving spirit, whenever you engage in a difficult fight–one in which all the party members take more than 1,000 points of damage and you can't heal them with a simple Sacrum crystal–save your spirit for Fina's Lunar Light special move. Though it costs 18 spirit, it's the best super move. Lunar Light instantly heals all the party members to full, removing all negative effects. You only need Fina to survive a brutal combat round, and everyone can return back to full the next turn.

HOPEFULLY, BY THIS TIME FINA HAS LEARNED LUNAR LIGHT, THE BEST DEFENSIVE SUPER MOVE IN THE GAME, SO YOU CAN HEAL AT THE END OF EACH BIG FIGHT.

Navigating the dungeon isn't tough. It's a small ship dungeon compared to the Dark Rift, so wander to pick up some extra magic items. If you want to blaze through to the end, sail away with the following simple instructions.

BEFORE LEAVING THE DUNGEON TO TACKLE THE YELLOW GIGAS, BUILD UP SOME EXPERIENCE IN YOUR WEAKEST MAGIC COLORS.

Go straight in the first tunnel. In the first big room, take the left passage and keep following it. The passage eventually widens into another room, but continue going straight. In the next room, head right and find the save anchor that signifies a boss ahead.

UNFORTUNATELY, THE ONLY WAY TO GAIN THE YELLOW MOON CRYSTAL IS TO WAKE THE YELLOW GIGAS.

## Yeligar

UNFORTUNATELY, THE ONLY WAY TO GAIN THE YELLOW MOON CRYSTAL IS TO WAKE THE YELLOW GIGAS.

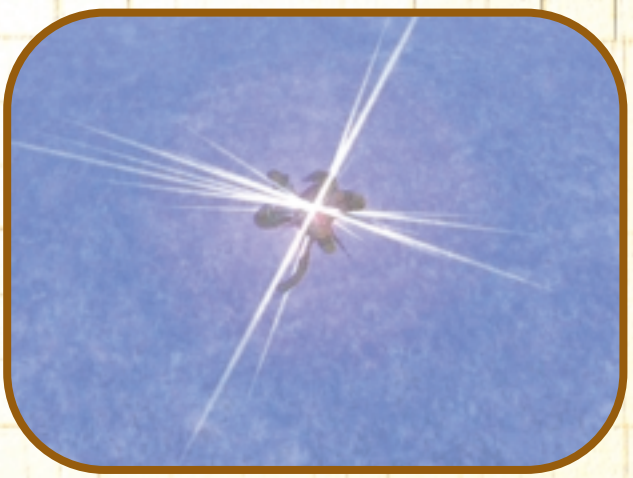
Beyond the save anchor, spot a yellow energy trail in the gloom. Sail toward this energy trail, which takes you to Yeligar's chamber. At first, you can't see anything. You must ascend the Delphinus until you bump into Yeligar, the yellow gigas. It's time for another ship battle against an "invincible" opponent.

WATCH OUT FOR YELIGAR'S SPECIAL MOVES, SUCH AS THE FIERY VOLTIGAR.

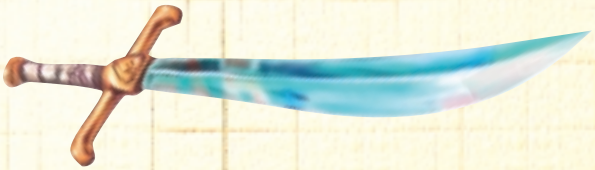
In the first round, cast Increm to speed up the Delphinus. Every little bit helps against ultra-buff opponents such as the gigas. Whenever you have the option to attack, especially to attack from above, choose it. With 36,000 hit points, don't worry about Yeligar destroying your ship in a single round. Concentrate on firing cannons and torpedoes, and never pass up a moonstone cannon attack. Three or four hits with the moonstone cannon will give you the victory.

Yeligar can be dangerous during the rounds it gets off two or more super moves. After such a barrage, Aika or Fina should use Sacrulen to heal the Delphinus back to full. If you bought the ancient cannons from the Crescent Isle shop, they can chip in extra damage. Sure, they only hit about one-third of a moonstone cannon blast, but you don't want this battle to drag on forever, do you?

| |
|---|
| SHIP BATTLE: YELIGAR |
| HIT POINTS: 150,000 |
| ATTACK: VOLTIGAR (4,000 POINTS) |
| EXPERIENCE: 4,763 |
| MAGIC EXPERIENCE: 6 |
| GOLD: 8,700 |
| DROPPED ITEM: CAPTAIN'S STRIPE, THUNDER CUTLASS |



THE MOONSTONE CANNON FINALLY TAKES CARE OF YELIGAR.



Once Yeligar falls, land in the newly formed crater, and pick up the yellow moon crystal. All the crystals are safe now, and from talking to Fina, you get the feeling that she must return home. Her mission was to recover all the crystals–or prevent the Valuans from gaining them. Now that she accomplished that, Fina must return to the Silver Civilization.

That should be game over, right? You successfully accomplished all of the quests, right? C'mon, you know the Valuans. They have something up their sleeves, so it's not over yet….

FINA'S QUEST FINISHES WHEN YOU COLLECT THE LAST MISSING MOON CRYSTAL.

# Part II: Silver Moon Crystal

Only the silver moon crystal remains. Fina thinks her home, the Silver Shrine, is safe, but it's not. She also doesn't know the true purpose of the moon crystals or the true nature of her quest. When she finds out, the world will never be the same again–and it might cease to exist altogether.

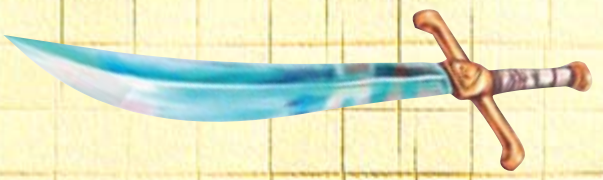
## Dangral Island

Gilder informs you of Valua's latest top secret project on Dangral Island.

On Crescent Isle, Gilder advises you of Valua's plans to build a new ship capable of sinking below the clouds. They want to recover Fina's ship so they can reach the Great Silver Shrine to obtain the last moon crystal. You, of course, must stop them, not only to thwart the Valuan plans, but also to make sure Fina returns home safely. To reach Dangral Island, switch on the map, and search for Shrine Island. Dangral Island lies below the clouds and to the north in that area.

Galcian seizes control of the Valuan Empire.

At the Dangral entrance, descend the first ladder, cross through a room, and descend a second ladder. In the next passage, see a spinning fan on the right. You must deactivate the fan before you can pass it. Follow the corridor past the fan, and at the intersection head north. At the next intersection, head north again. Flip the switch in this room to shut down the fan. Return to room with the fan, and pass through to the other side.



To get past the fan cutting off the path, flip the switch down the hall.

Follow the passages until you reach a bronze door. In the corridor after the bronze door, open the east door to arrive at a new intersection. Head south to find an imperial blade, and immediately upgrade Enrique's weapon. Return to the intersection, and head east and then south to discover an extra moonberry.

**Upgrade Enrique with a hidden imperial blade.**

Return to the room with the bronze doors, and open the door opposite you. Take this passage down some stairs, and open the opposite door when you enter a new room. You eventually come to a room with ship's plans spread out on a table. Grab these schematics to upgrade the Delphinus, and then get off the island fast.

**Grab the ship schematics so you can race the Valuans to find Fina's lost ship.**

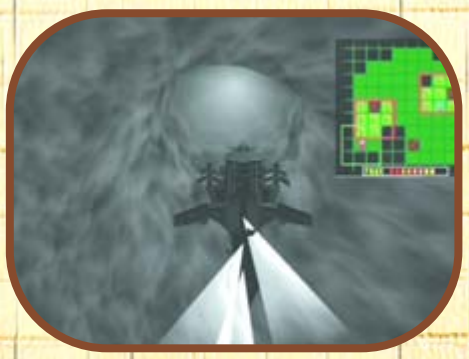
**Gregorio gives his life to keep Galcian from capturing you.**

The random encounters you can handle; Galcian, you can't. He stops you before you escape the island with the Valuans' ship schematics. You would lose in a fight at this stage. Fortunately, Gregorio shows up and reveals his true colors–his allegiance to Prince Enrique. Gregorio gives his life battling Galcian so you can escape to carry on the war against the madman.

# The Vortex

**Talk with Brabham so he can upgrade the Delphinus. With heavy armor, the Delphinus can now descend into the Vortex.**

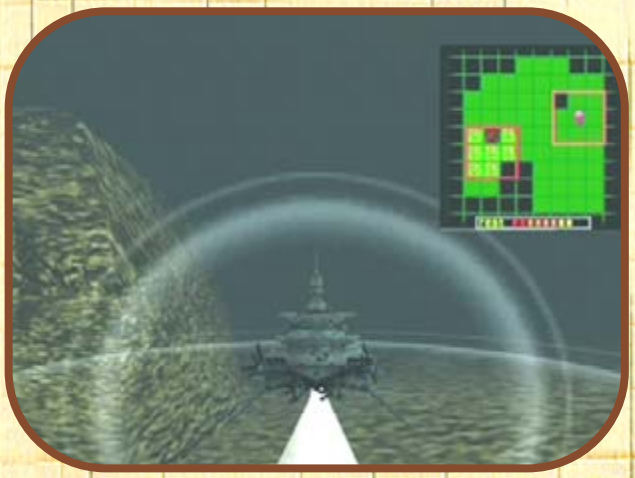
Head back to Crescent Isle for some upgrades. When you hand the ship schematics to Brabham, he increases the Delphinus's armor so you can drop below the clouds to hunt for Fina's ship. Now is a good time to upgrade character weapons, armor, and particularly better equipment for the Delphinus. At the Crescent Isle ship merchant, invest in one or two X cannons if you can afford them. They may not hit as automatically as a moonstone cannon, but for a "normal" weapon, two hits equal the same as the devastating moonstone cannon.

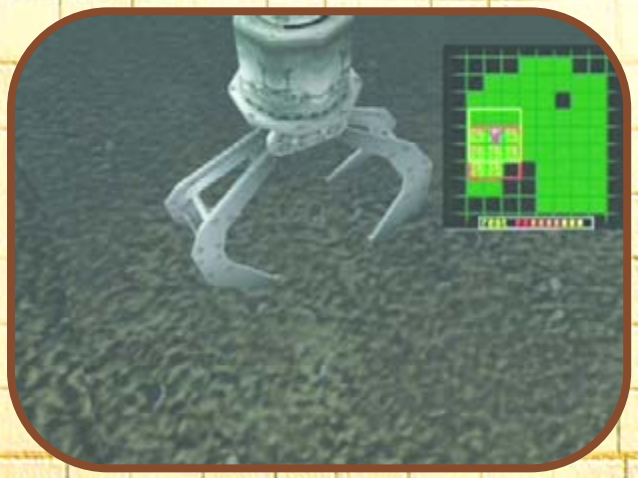


**Switch to a vertical perspective to navigate the tricky Vortex tunnel.**

Sail back to the Shrine Island area. The Vortex is right there, although it may be difficult to spot at first. Look for a swirling black hole on the lower clouds' surface.

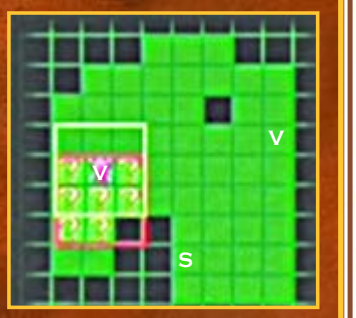
When you enter the Vortex, you are in a rotating, twister-like funnel. Don't fly into the walls–if you do, the Vortex throws you back out the top. It's very tricky to reach the bottom. Switch to a vertical perspective with your arrow pad and control pad, and then descend without touching the walls. You may have to back up from time to time to keep yourself in the middle as you drop.





**Using the Delphinus's sonar, discover sunken treasures with the claw arm.**

At the bottom, Enrique explains how the ship's sonar works. You have 10 charges, and the sonar explores the space around you in the map to the top right. Discover three things down here: two pieces of velorium and Fina's ship. You use the velorium later to fashion a super-weapon for Vyse. The first piece of velorium lies to the northwest of the L-shaped rock formation where you begin. Look for it three spaces in from the west and six spaces up from the south. Find the second piece just to the east of the northern rock formation (the one black square). Look for it five spaces south of the top and two spaces in from the east.




V: Velorium

S: Fina's Ship

**One wrong move and you must battle Raja.**

Fina's ship rests just to the east of the starting rock formation. Look for it three spaces north of the bottom and six spaces from the western end.

If you miss at any time, you face the guardians of the deep, Raja and Raja Embla. The creatures aren't tough; it's just tough to hit them in the gloom. Be patient, use ice magic whenever you can, and you'll eventually bring the beasts down.

Ship Battle: Raja

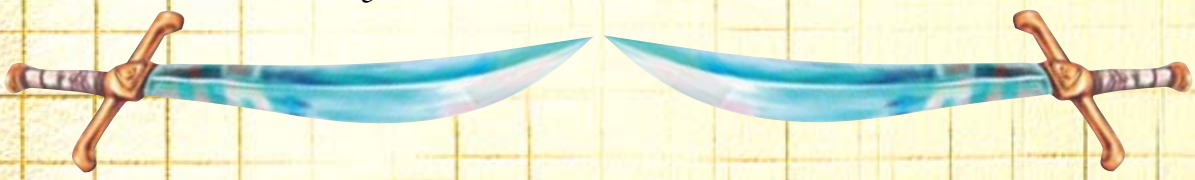
Hit Points: 15,000

Attack: Vluminesce (3,000 points)

Experience: 658

Gold: 1,100

Dropped Item: –



**When you uncover Fina's ship, De Loco attacks. You must destroy him to proceed.**

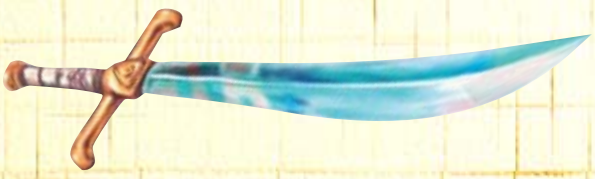
Prepare for a double feature with De Loco. As soon as you rescue Fina's ship, he attacks. You must defeat the Chameleon twice to win. After the first battle, he hits you with his version of the harpoon cannon, dragging you in for a close combat fight. During these battles, you can't use the moonstone cannon, so compensate by boosting your normal cannons with Increm. Your superior weapons should knock the Chameleon down faster than it can seriously harm the Delphinus.

| |
|---|
| Ship Battle: The Chameleon III |
| Hit Points: 30,000 (both ships) |
| Attack: Cannon Blast (7,000 points) |
| Experience: 3,988 |
| Gold: 7,000 |
| Dropped Item: Captain's Stripe, Magic Shell, Twin Turbo |

Next, you fight the Baltor the Black Pirate. It's a rematch from your earlier battle and not much more than a joke with the Delphinus's firepower.

Enrique requests that you drop him off at Sailors' Island after you successfully regain Fina's ship. Despite what the empress did, he feels obligated to report Galcian's treachery to his mother. During the dialogue, choose "Be careful!" Enrique leaves the party, and you return to Crescent Isle.

Enrique leaves the party to warn his mother of Galcian's treachery.



## Wanted: Dead or Alive

Check the local sailors' guilds for updates on the world's wanted posters throughout the game. Here you find the most dangerous black pirates and rogues sailing the air. Try to defeat and capture these wanted pirates. You rid the world of dastardly criminals, plus gain a hefty gold bounty. However, only find them when you're of a sufficient level to have a chance against them.

For a complete list of the wanted pirates and where to find them, check out the following chart:

| Name | Location | Gold Bounty |
|---|---|---|
| Baltor the Black Bearded | Sailors' Island | 1,000 |
| Daikokuya the Wealthy | Lands of Ice | 20,000 |
| Gordo the Round | Ixa'taka airspace | 4,000 |
| Ixa'ness Demons | Montesness | 8,000 |
| Loose Cannon Lapen | Sailors' Island | 5,000 |
| Lord Zivilyn Bane | Soltis Tower | 30,000 |
| Rupee of the Larso Clan | Maramba Port | 2,000 |
| Vyse the Fallen Pirate | Naslard's Ruin | 20,000 |

## Battle for Crescent Isle

The Valuan Armada destroys the new Crescent Isle.

During the going-away party for Fina, the Valuan Armada attacks Crescent Isle. First, you battle three shadows before taking on Ramirez. During the dialogue, choose "You'll have to kill us!" to go down fighting (don't waste items). Ramirez defeats you and seizes the five moon crystals. Before Ramirez departs, choose the dialogue option "You're a fool to underestimate us!" to boost your swashbuckling rating and confidence.

| |
|---|
| VALUAN BOSS: RAMIREZ |
| HIT POINTS: INFINITE |
| ATTACK: SILVER ECLIPSE (2,100 POINTS AREA EFFECT) |
| EXPERIENCE: — |
| MAGIC EXPERIENCE: — |
| GOLD: — |
| DROPPED ITEM: — |

YOU CAN'T DEFEAT RAMIREZ AND HIS SILVER ECLIPSE MOVE.

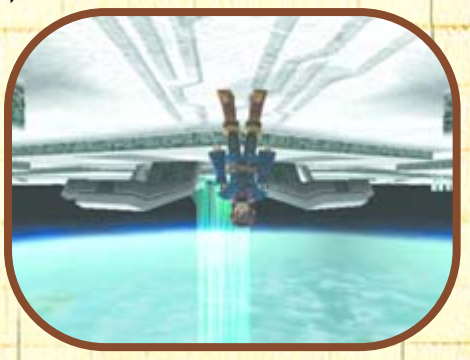
Everyone is left to dwell on the night's events. Ramirez explained that the Silvites originally called down the Rains of Destruction on the world below, and that the moon crystals are meant to control this evil power. Fina finds these revelations troubling and retreats to think things out on her own. When you speak with Aika, choose "I will not give up!" and with Fina, choose "I understand" and give her some space.

RAMIREZ REVEALS HIS REASONS FOR HIS SILVITE BETRAYAL.

The various isle residents chip in to rebuild your base. Gilder rejoins the party, and eventually Fina asks you to come to her home, the Great Silver Shrine. You must find out whether Ramirez was telling the truth, and you must prevent him from stealing the last moon crystal.

YOU MUST REBUILD THE BASE AFTER THE VALUAN ATTACK.

# The Great Silver Shrine



When you arrive at the Silver Shrine, you are upside-down. The Silvite home is a disorienting place–you walk around as if relative gravity holds your feet to whatever surface they're on but doesn't pull you in any one direction. It takes awhile to get used to, but after the visual strangeness subsides, you navigate just like anywhere else.

**The Silver Shrine's weird perspectives are disorienting.**

**Pick up the moonberries on the way to meet Fina's Elders.**

Head into the light pillar in front of you and press Ⓐ to go down (or is that up?). Inside, continue straight through two intersections, where you reach a suit of silver armor to upgrade Vyse (or outfit Gilder if he doesn't have any armor).

Return to the previous intersection and head right. Take the first right to find a moonberry. Return to the fork and head right again. At the next intersection, go right and then straight at the following one to reach a floating platform. The platform takes you up to the next level.

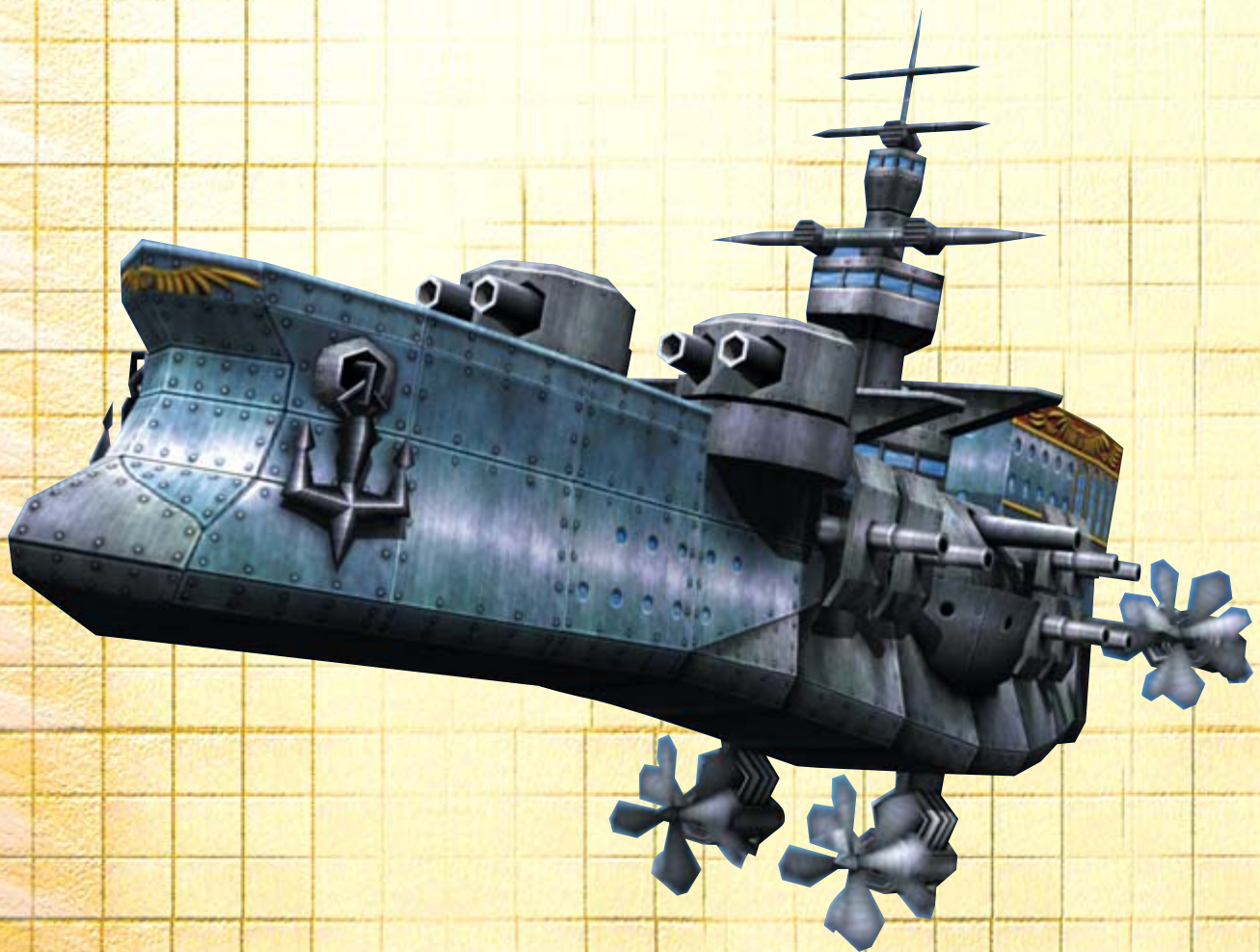
After a strange maze, the Elders' door brings you face to face with the Silvite leaders.

Go straight through the next intersection to find another moonberry. Return to the intersection, and take the side path to a four-way intersection. Left nets you a second suit of silver armor. Return and go left to finally reach the Elders' entrance.

Galcian and Ramirez arrive to steal the final moon crystal.

The Elders explain everything and Ramirez is correct–the Silvites ***did*** send the original Rains of Destruction to "cleanse" the world. During the dialogue, choose "Who do you think you are?" to show your outrage. Galcian and Ramirez show up to gain control of the silver moon crystal. It turns out a sliver of silver moon crystal is in every Silvite, and if one dies, someone can recover the crystal. Ramirez slays Elder Prime, and the evil duo now possesses all six crystals.

You have no choice but to return to Fina's ship and return to Crescent Isle. You must stop Galcian.



# Galcian Triumphant!

**You've returned to Dangral Island to stop Galcian.**

From Crescent Isle, head back to Dangral Island. This layout should be familiar. Descend the first two ladders, and hang a right at the fan. Continue until you reach the room with the bronze doors, and open the door on the west wall. In the next room, head south and jump on the elevator. You don't get far before Vigoro confronts you.

**Bigger tanks replace the soldiers whose butts you kicked earlier.**

Don't underestimate this fight with Vigoro. It's nothing like the first time, when he couldn't do much of anything to you. This time he's armed with a huge cannon that smacks the entire party for 2,000 points of damage. Believe it or not, Fina is your key party member. Keep her alive at all costs (use a Riselem crystal if you must bring her back from unconsciousness). Cast Fina's Lunar Light after Vigoro damages your party to reheal. With any leftover spirit, give Vyse or Gilder a better attack, and switch all weapons to purple to speed up the damage process.

**Unlike the lovesick Vigoro you battled in the Grand Fortress, this battle-ready Vigoro can destroy you if you aren't careful.**

| |
|---|
| Dangral Boss: Vigoro |
| Hit Points: 14,000 |
| Attack: Random Fire (2,000 points area effect) |
| Experience: 4,658 |
| Magic Experience: 8 |
| Gold: 6,812 |
| Dropped Item: paranta seed |

After you best Vigoro, he surprisingly bows out gracefully. He wishes you luck in stopping Galcian, even mentioning that he might become an air pirate now that he's done with the Valuans. Leave him and enter the nearby door. Climb down the ladder in the next room, and take the elevator in the center contraption. Eventually, this route leads you to Galcian and Ramirez.

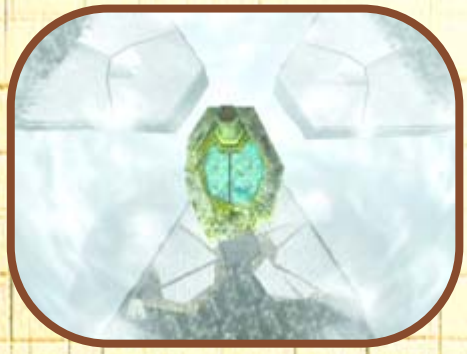
**Galcian and Ramirez prepare the final moon crystal. You don't have a chance to stop them yet—they resurrect the silver gigas and become ultra-powerful.**

You don't fight Galcian and Ramirez here. While they call Soltis out of Deep Sky, Ramirez summons a giant killer robot to pound you into the ground. Switch your weapons to yellow, and save spirit for Vyse's Pirates' Wrath maneuver. The eliminator's Blaster attack can deal 1,500 points to the whole party, so play it safe, keeping spirit available for a sudden Sacrulen or Lunar Light.

| |
|---|
| Dangral Boss: Eliminator |
| Hit Points: 20,500 |
| Attack: Blaster (1,500 points area effect) |
| Experience: 4,658 |
| Magic Experience: 8 |
| Gold: 6,812 |
| Dropped Item: moonberry |

In a race against time, you must cross back to Dangral Island before the rails fall away.

Galcian and Ramirez raise Soltis from Deep Sky, and you can't do anything about it. They leave you to your death as the fortress rattles around you. You must sprint back to the main part of Dangral Island as fast as you can. The elevator car you took down stops working when the power cuts out, so use your legs to run up the rail to safety. As soon as the rails start falling, run and keep running until you reach safety. You don't want to end up at the bottom of Deep Sky.



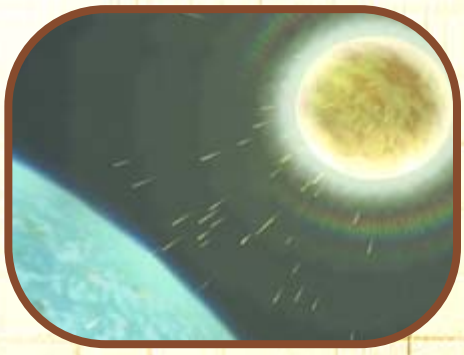
Soltis rises from Deep Sky.

Galcian set his evil plan in motion. Soltis has risen, and he controls the six moon crystals to enact a second Rains of Destruction on the land. How can you stop a man with the power of gods?

# PART 12: THE LAST BATTLE

It has all come down to this. Galcian and Ramirez plan to rule the world or destroy it with the Rains of Destruction if the nations don't bow to them. All your friends have gathered to aid you in the final battle. Can you defeat the Valuan Armada and reach Galcian before he unleashes the silver gigas?

## The Valuan Armada



A FORCE SHIELD AROUND SOLTIS PREVENTS YOU FROM REACHING GALCIAN IN TIME. HE UNLEASHES THE RAINS OF DESTRUCTION ON VALUA AS AN EXAMPLE OF HIS ULTIMATE POWER.

Things don't start out so good. You can't enter Soltis because of the force shield Galcian erected, and it takes you time to figure out a way through. Unfortunately for the citizens of Valua–including the empress and Alfonso–time has run out. Galcian calls on the fury of the Rains of Destruction, directing it down on Valua as an example of his supreme authority. Thousands die in the attack, with Enrique narrowly escaping with the help of Belleza.

IN THIS TIME OF DIRE NEED, ALL YOUR FRIENDS FROM THE PAST GATHER TO AID YOU IN THE FINAL JOURNEY.

You return to Crescent Isle. All the friends you met rally against the threat Galcian poses. During the dialogue option, choose "We can't let Galcian get away with this!" to boost your swashbuckling rating and motivate those around you. Together, you decide to assault Galcian and the Valuan Armada tomorrow morning.

During the night, speak with Fina at the dock. When she asks you for comfort, say nothing, but put your arm around her for the best results. Afterward, head up to the meeting room and talk to Aika. Choose the dialogue option "Hey, I'm scared too" to relax Aika before the coming battle.

IT'S VYSE'S ARMADA VERSUS GALCIAN'S.

In the morning, assault the Valuan Armada. Choose the dialogue option "Let's make history!" and lead the charge against Galcian's forces.

THE VALUAN MAGE SHIP ISN'T EVEN A CHALLENGING TARGET PRACTICE SESSION.

Unless you forgot to fix the huge holes in the Delphinus from last fight, the Valuan mage ship doesn't pose any threat. Its 20,000 hit points evaporate with two solid hits from the cannons, and that doesn't even count a moonstone cannon blast. Consider the combat a warm-up for bigger battles to come.

| SHIP BATTLE: VALUAN MAGE SHIP |
|---|
| HIT POINTS: 20,000 |
| ATTACK: NORMAL CANNONS (2,500 POINTS) |
| EXPERIENCE: 278 |
| GOLD: 600 |
| DROPPED ITEM: — |

USE THE X CANNONS TO BLAST GALCIAN'S ELITE SHIP TO PIECES.

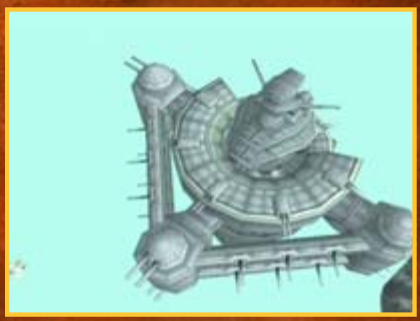
Galcian's elite craft is a little tougher. With 50,000 hit points, it takes a number of successful cannon shots or three powerful moonstone blasts to remove the elite vessel. Meanwhile, make sure the 3,000-point serpent cannon volleys don't add up. Think offense first to quicken the battle, but when your hit points reach the halfway point, heal with a Sacrulen or complete kit.

| SHIP BATTLE: GALCIAN'S ELITE |
|---|
| HIT POINTS: 50,000 |
| ATTACK: SERPENT CANNON (3,000 POINTS) |
| EXPERIENCE: 1,446 |
| GOLD: 2,400 |
| DROPPED ITEM: COMPLETE KIT, CRYSTAL CANNON, DOUBLE SHAFT |

BEFORE YOU COMBAT GALCIAN HIMSELF, DEFEAT HIS HYDRA BATTLESHIP.

Now comes the main course. If you don't diet on a steady supply of evasive maneuvers and heal spells, the Hydra eats you alive. Its 200,000 hit points puts it in the range of a "long battle." Don't expect to go in with guns blazing and quickly end this fight. You will take a pounding. The Hydra's subcannons deal 4,500 points apiece, while its main weapon hits for an average of 12,000 damage. You can easily take 16,000 to 20,000 damage in a single turn, which means the Delphinus won't last two rounds without significant repairs.

If you play smart, the Hydra drops from taking damage over a long period of time. Cast Increm to speed things up, but never waste spirit if you must heal.



| |
|---|
| Ship Battle: The Hydra |
| Hit Points: 200,000 |
| Attack: Hydra Cannon (12,000 points) |
| Experience: 6,943 |
| Gold: 11,900 |
| Dropped Item: Captain's Stripe, Moon Cannon, Moon Torpedo |

## The Vorlik Blade

Late in the game, you can fashion Vyse's special weapon, the Vorlik Blade, through a miniquest.

First, make sure you have the two pieces of velorium you found near Fina's ship in the Vortex (see "The Vortex" section in "Part II: Silver Moon Crystal"). These are forged into the blade itself.

Second, recruit Ryu-kan to the crew. He only joins you if your swashbuckling rating is at least "daring." Find Ryu-kan on his island in the southeast section of the world (reach it by heading north of Tenkou Island).

Third, let Ryu-kan set up his forge on Crescent Isle. Upgrade it as much as possible so he can use the highest craftsmanship.

Finally, give Ryu-kan the velorium, and ask him to forge the Vorlik Blade. As you prepare for the final confrontation, Vyse gains a sword with an attack value of 200 and hit percentage of 200.

## Galcian's Stand

**Board the Hydra in your pursuit of Galcian.**

Enrique waits for you by the entrance. He doesn't accompany you for the battles, but he heals you back to full if you need the extra boost (in case Fina doesn't have Lunar Light yet). Inside, head right at the first turn and then right again at the next intersection to find an X cannon for the Delphinus. Return, take the left passage at the intersection, and climb the first ladder you see. Then ascend the next ladder closest to you on the second level.

When the Hydra tries to flee, you pursue and jump on board. To reach Galcian, you must fight through all his various guards and monsters. Be patient: it may take you an hour or so to hack to the command center.

**Galcian's Terminal attack deals a potent 3,500 hit points to a single foe.**

**On deck, take the northwest ladder to find the main bridge.**

You should be on the Hydra's main deck. Head northeast, around the big cannons, and then descend the nearby ladder. At the bottom, turn right and climb down the nearest pole. Continue on, turning right at the next intersection for three Sacrulen crystals and left for a moonberry. Back on deck, head to the northwest section and descend the ladder. Cross the bridge and head right until you find a pole to slide down. Enter the door to the left, and save at the anchor before confronting Galcian.

During each round, Gilder's Aura of Denial prevents Galcian from killing everyone with Eternes.

Hopefully, Gilder is still in the party. You can switch him out before you head into the Hydra (send Vyse to the Delphinus's bridge), but neither Enrique nor Drachma are better for this battle. Gilder gives you his Aura of Denial super move, which you should cast at the start of each turn to prevent Galcian's Eternes spell from killing everyone in the party in a single stroke. If you don't have Gilder, use Aika's more expensive Delta Shield.

Many of Vyse's Pirates' Wrath attacks eventually doom Galcian.

Switch all the characters to silver weapons. Repeatedly pound away with super moves such as Pirates' Wrath and the Claudia. If you can spare the spirit, increase Vyse and Gilder with Increm. When Galcian decimates one of your characters with his 3,500-point Terminal strike, heal the character back to full with Sacrulen or resurrect with Riselem. As long as you keep your healers alive–Fina and Aika–you can't lose the fight. Even Vyse isn't as important as Fina and her Lunar Light. After what seems like an eternity, Galcian falls to your gang tactics.

| |
|---|
| Hydra Boss: Galcian |
| Hit Points: 21,500 |
| Attack: Terminal (3,500 points) |
| Experience: 7,471 |
| Magic Experience: 8 |
| Gold: 10,387 |
| Dropped Item: Valuan medallion |

## Soltis

Enter Soltis through the secret back entrance—the temple on Shrine Island.

Your first encounter makes you think Soltis is easier than the original Shrine Island. Yes, you're sneaking into Soltis through that Shrine Island temple, but the dungeon challenges level 40 characters. The guardian outside, however, does not. With only 15,000 hit points, Gadianos dies after two hits from the Delphinus's cannons. Don't worry about defense; just unload with as many weapons as you can. The monster is so wimpy, it runs away after the first couple of rounds if you don't kill it.

| |
|---|
| Ship Battle: Gadianos |
| Hit Points: 15,000 |
| Attack: What attack? |
| Experience: 1,531 |
| Gold: 2,500 |
| Dropped Item: complete kit, moon gun, sparkling deck |

From hunters to dracoslyths, deadly peril fills the twisting corridors of Soltis.

Inside the Shrine Island temple, descend the stairs until you reach the place where you originally retrieved your first moon stone. Enter the large door, and continue straight until you come to a room with three exits. Head left and then right in the next room. Go all the way to the end, and turn right at the ledge. Continue to the end, turning right at the door. Go straight through the next room, then turn left in the following room. Again, turn left in the next room, heading straight in the next room.

When you reach the ledge, turn right and enter the room at the end. Continue straight and turn right in the next room. Finally, turn left and head north to the next section. Whew!

Ride the teleportation platforms to get deeper into Soltis.

As you can see, it's a maze to reach the Soltis tower. Monsters such as the hunters aren't a problem, but the mega-damage that the dracoslyths deal out can quickly destroy you. Use Aika's Lambda Burst or Omega Psyclone to clear the room of weaker monsters. Concentrate Vyse's and Gilder's more powerful super moves on creatures with larger hit points such as the dracoslyths.

Regular monster fights are tame compared to the battle with Lord Bane. It may just be the most difficult battle in the game.

When you enter the tower area, follow the walkway to the first teleporter, and head up to the next level. Enter the first door you come across to acquire a moonberry. Exit the room and look for the next teleporter at the end of the walkway. Take the teleporters on the next two levels up. On the final level, open the door for the ultimate encounter with Lord Bane and his pupil, Zivilyn Bane.

THE ONLY WAY TO TAKE DOWN LORD BANE IS WITH THE ULTRA-POWERFUL PROPHECY CREW SPECIAL.

Contrary to what you might think, you don't want to "fight" Zivilyn Bane here. The real threat is Lord Bane. Early in the battle, Lord Bane casts Medicine Box, regenerating 500 hit points a round thereafter. You can deal more than that a round, but you might have to pause frequently to heal. Eventually, his regeneration erases most of the damage you cause and you're back to square one.

| SOLTIS BOSS: LORD BANE |
|---|
| HIT POINTS: 15,000 |
| ATTACK: PIPES OF DOOM (SUMMONS A NEW ZIVILYN BANE) |
| EXPERIENCE: 2,401 |
| MAGIC EXPERIENCE: 6 |
| GOLD: 11,696 |
| DROPPED ITEM: ORB OF SERENITY |

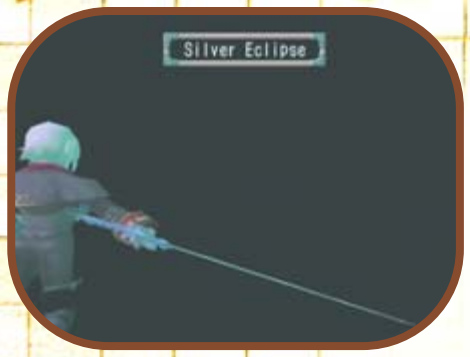
He can also use Explosive Powder for 2,000-plus damage to all your party. Maybe you could handle all that, but Lord Bane also casts Pipes of Doom, which summons a new Zivilyn Bane to join the fight. You lose if two or three Zivilyn Banes show up to Burst away.

| SOLTIS BOSS: ZIVILYN BANE |
|---|
| HIT POINTS: 8,500 |
| ATTACK: BURST (2,000 POINTS AREA EFFECT) |
| EXPERIENCE: – |
| MAGIC EXPERIENCE: – |
| GOLD: – |
| DROPPED ITEM: – |

You must Lunar Light over and over to survive the Lord Bane and Zivilyn Bane attacks. Everyone in the party should focus each round to build up for a Prophecy super move. On the turn during which you summon the Prophecy power, it doesn't matter how many Zivilyn Banes exist. One Prophecy wipes them all out and siphons off a third of Lord Bane's life. Repeat until only you're left standing.

IN THE RAINS OF DESTRUCTION CHAMBER, RAMIREZ DECLARES HIS REVENGE AGAINST THE WHOLE WORLD.

After beating Lord Bane, leave the room and head left to the teleporter. Go left again to reach the next teleporter, and then get on the first teleporter on the next level. Go through the next door you see for a moonberry, and then take the next teleporter up. Open the nearby door, and follow the path to the last save anchor. It's time to battle Ramirez for all the marbles.




AFTER EVERY SILVER ECLIPSE ATTACK, HEAL WITH AIKA OR FINA. OTHERWISE, YOUR PARTY COULD DIE THE FOLLOWING TURN.

Ramirez is a little upset that Galcian's dead. He plans on taking out his frustration first on you and then the world. Much like Lord Bane, early in the fight Ramirez casts Lunar Blessing so he can regenerate 600 hit points a round. The only difference with this fight is that he doesn't summon powerful minions to aid his cause. On the other hand, he doesn't need them.

| |
|---|
| SOLTIS TOWER BOSS: RAMIREZ |
| HIT POINTS: 22,000 |
| ATTACK: SILVER ECLIPSE (2,000 POINTS AREA EFFECT) |
| EXPERIENCE: 7,835 |
| MAGIC EXPERIENCE: 10 |
| GOLD: — |
| DROPPED ITEM: — |

Start the battle just like you did with Galcian–have Gilder cast Aura of Denial as often as he can to protect you from Ramirez's Eternum spells. You don't want anyone to die in the blink of an eye. After a Silver Eclipse hit, heal with Lunar Light, Sacrulen, or Sacrum. If someone goes down to a Silver Tundra attack, immediately resurrect them with Riselem.

RAMIREZ HAS PLENTY OF TRICKS, INCLUDING INSTANTLY KILLING SOMEONE WITH ETERNUM.

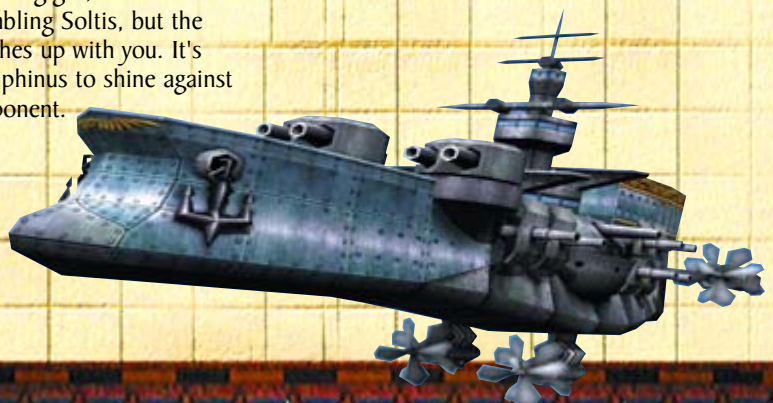
Focus with Aika and Fina whenever you can. Build up the party spirit, and deliver Pirates' Wrath and Prophecy attacks as often as possible. As with most big battles, heal first and deliver steady damage for an eventual victory.

IT WILL TAKE TEAMWORK AND PERSEVERANCE TO BRING RAMIREZ TO HIS KNEES.

## The Silver Gigas

ZELOS'S MOON RAY CAN WASTE YOU QUICK.

After his "defeat," Ramirez lets loose the power of the silver gigas, Zelos. You escape the crumbling Soltis, but the silver gigas catches up with you. It's time for the Delphinus to shine against its toughest opponent.



| |
|---|
| Ship Battle: Zelos, the Silver Gigas |
| Hit Points: 240,000 |
| Attack: Judgment (20,000 points) |
| Experience: 8,398 |
| Gold: – |
| Dropped Item: captain's stripe |

Use evasive maneuvers and healing at all costs! Zelos can easily deal 40,000 damage in a single round if you don't play serious defense. If a turn is red, you must have someone evade. Aika or Fina should cast Sacrulen at the end of each round, if you think you can last that long. If there's any doubt you'll survive, cast it earlier. Also, watch out for a Sylenis. You can't cast healing spells after this, but you can use complete kits to heal back to full.

Sneak in X cannon shots and the moonstone cannon when you see an opening. But don't force it! One mistake and you'll be Deep Sky fodder. Chip away with damage, and wait for Zelos to evolve into its claw form. As each claw breaks off the beast, you get closer to victory.

**Don't get swept up in the damage race against Zelos. Heal at least once a round, or pack it up early.**

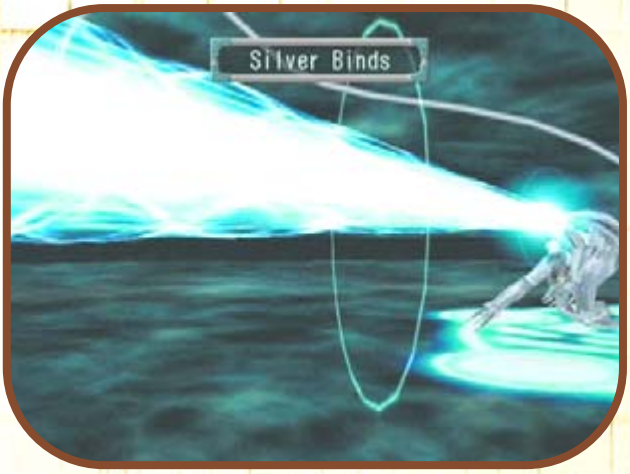
**You thought the Moon Ray was bad? How hard do you think it hits when it has the word "Great" in front of it?**

## Defeating Ramirez

**Ramirez's second incarnation controls a party member each round with Silver Nightmare. You'll fight amongst yourselves.**

With the silver gigas destroyed, it's over, right? Wrong. A chunk of the gigas lands on the Delphinus's deck, and your worst nightmare shows up–a fusion of Ramirez and Zelos. How can it get any worse?

| |
|---|
| Armageddon Boss: Ramirez Thing |
| Hit Points: 25,000 |
| Attack: Silver Nightmare (controls one character for a round) |
| Experience: — |
| Magic Experience: — |
| Gold: — |
| Dropped Item: You win! |



**Ramirez's Silver Binds inflicts massive life loss to a single foe.**

The new Ramirez hits you with either Silver Binds, which deals 3,000 hit points to a single character, or Silver Nightmare, which takes control of one character. Silver Nightmare can prove devastating if for example, he grabs Vyse and uses Pirates' Wraths on a fellow crew member. When Ramirez hits you with a Drilnos, it's almost a relief.

Don't worry about the Silver Nightmare though. You really can't do anything about it. Build up spirit with Aika and Fina, then attack with Vyse and Gilder. Increm Vyse when you can, and attack with the standard Pirates' Wrath, Cutlass Fury, or Prophecy. Gilder helps with Gunslinger and the Claudia. In the end, Ramirez falls a second time!

**The ever-faithful Prophecy also scores huge damage against Ramirez.**

**Ramirez dies twice and for all.**

Congratulations on a job well done! You saved the world from the Rains of Destruction and set everything in order, as much as you can right things. Say goodbye to your friends, and head out for new adventures in unexplored territories. The skies never seemed brighter!

**With the world safe once again, your new crew is ready to set sail for parts unknown.**

# Hidden Treasures

Ramirez is a pushover. If you want to be king of the skies, then you want to beat every secret character, find every hidden discovery and harness the power of the ultimate weapon in the game. You won't be able to rest until you've mastered every quest, from battling a Roc over the lush forests of Ixa'taka to safeguarding a kabal skewer. To unlock the coolest hidden items in the game, read on...

## Elite Swashbuckling Ratings

Vyse the Legend isn't the highest swashbuckling rating you can achieve. If you can complete some of the hidden quests, you can unlock different, special titles for Vyse. Here's the breakdown on the elite titles and how to earn them:

* Vyse the Fallen Pirate. You acquire this title when your party goes after the Wanted List characters Vize and Crew.
* Vyse the Charismatic. Track down all potential crewmembers for the Delphinus and convince them to join you.
* Vyse the Extravagant. You have to have one million gold and acquire items scattered around the world to earn this title. The items are Intercom, Enhanced Kitchen (Nasrad Ship Parts Merchant), Floor Heater (Ixa'taka Black Market Merchant), Air Purifier (Defeat Alania, but only when Kalifa is in the crew), Yaftoman Alcove (Yafutoma Ship Parts Merchant), Soundproofing (Defeat Raja, the giant manta ray in Deep Cloud Sea, but it drops only 10 percent of the time), Chandelier (Headquarters Ship Parts Merchant), Wooden Doll (Defeat Roc, but only with Kalifa in the crew).
* Vyse the Battle Lord. If you're into mass carnage, defeat at least 2,500 enemies to capture the Battle Lord title.
* Vyse the Fisher King. Grab tons of fish as you fly about in your ship and you earn the tongue-in-cheek title "Fisher King."
* Sky Battle King Vyse. You need to track down all four giant monsters, defeat them and win at least 12 ship battles. The first monster, Roc, can be found flying above Ixa'taka. The second monster, Alania, floats around the main continent of the Lands of Ice. The Giant Looper, the third monster you have to take out, nests north of Gordo's Bistro in the New Frontier area. You'll have to scour the skies for the fourth monster, Obispo. You'll probably have 12 ship battles under your belt by the time you defeat the fourth giant monster, so this quest is really about scouring the world for the big guys.
* Exploration King Vyse. Locate all the discoveries and more than 90 percent of all hidden treasure chests, and you become the king of exploration.
* Vyse the Bounty King. Defeat all the bad guys on the Wanted List and this title is yours.
* Vyse the Legend. Find all the discoveries, all treasures, all bounties and complete the entire Piastol/Maria storyline.

Keep in mind that all the titles might not show up. If you earn a title higher on the list–for example, Vyse the Battle Lord before you complete the wanted list quest for Vyse the Bounty King–the "lesser" title won't ever appear. However, to take advantage of the hidden items, you need to complete most of the elite swashbuckling quests one by one.

## Hidden Items

So what do you unlock for all your effort? Three super-cool items: a new character, weapon, and discovery. To experience the game to its fullest, you want to see the following:

* Hidden Character: Black Pirate Vigoro. Once he has been unlocked, return to your headquarters and Vigoro will be waiting there to fight.

* Hidden Weapon: Sky Fang. Once unlocked, Vyse's super-weapon can be bought from the traveling Mystery Merchant (he randomly appears in different cities, such as Sailors' Island).

* Hidden Discovery: Golden Hamachou. The final discovery can be found between Shrine Island and Sailors' Island, above the island with the tunnel. It can't be sold to the Guild, so just cherish the fact that you've uncovered it.

## Secret Quest

Sometimes you find quests in the unlikeliest places. To uncover the secret "Kabal Skewer Quest," speak with the Kabal Skewer lady in Maramba. She tells you about her daughter who has run off to Esparanza. You offer assistance and go in search of the young lady in Esparanza.

**You can find the Kabal Skewer Lady in the heart of Maramba.**

Once you find the daughter, she asks you to bring her skewers back to her mother to prove that she has mastered the Kabal Skewer-making techniques. You sample the skewer, which tastes bland, so you need to spice it up. To do so, gather the following ingredients at their locations: Kabal, Gentum, Khale. One of the spices can be found on the way from the Dark Rift to Yafutoma at the Spice Island discovery (see the Discoveries chapter for directions). The second spice is bought from the merchant in Nasrad; skip the buy/sell menu and talk to him directly. The meat comes from Gordo; you can either get it at Gordo's Bistro, or if you're near the end of the game, Gordo's ship circles around Soltis.

(Kabal Skewer Lady)
I never thought she'd grow up to be the kind of girl that would abandon her parents to elope with a sailor. Stupid girl.

**The Skewer Lady sets you on the quest by telling you about her disrespectful daughter.**

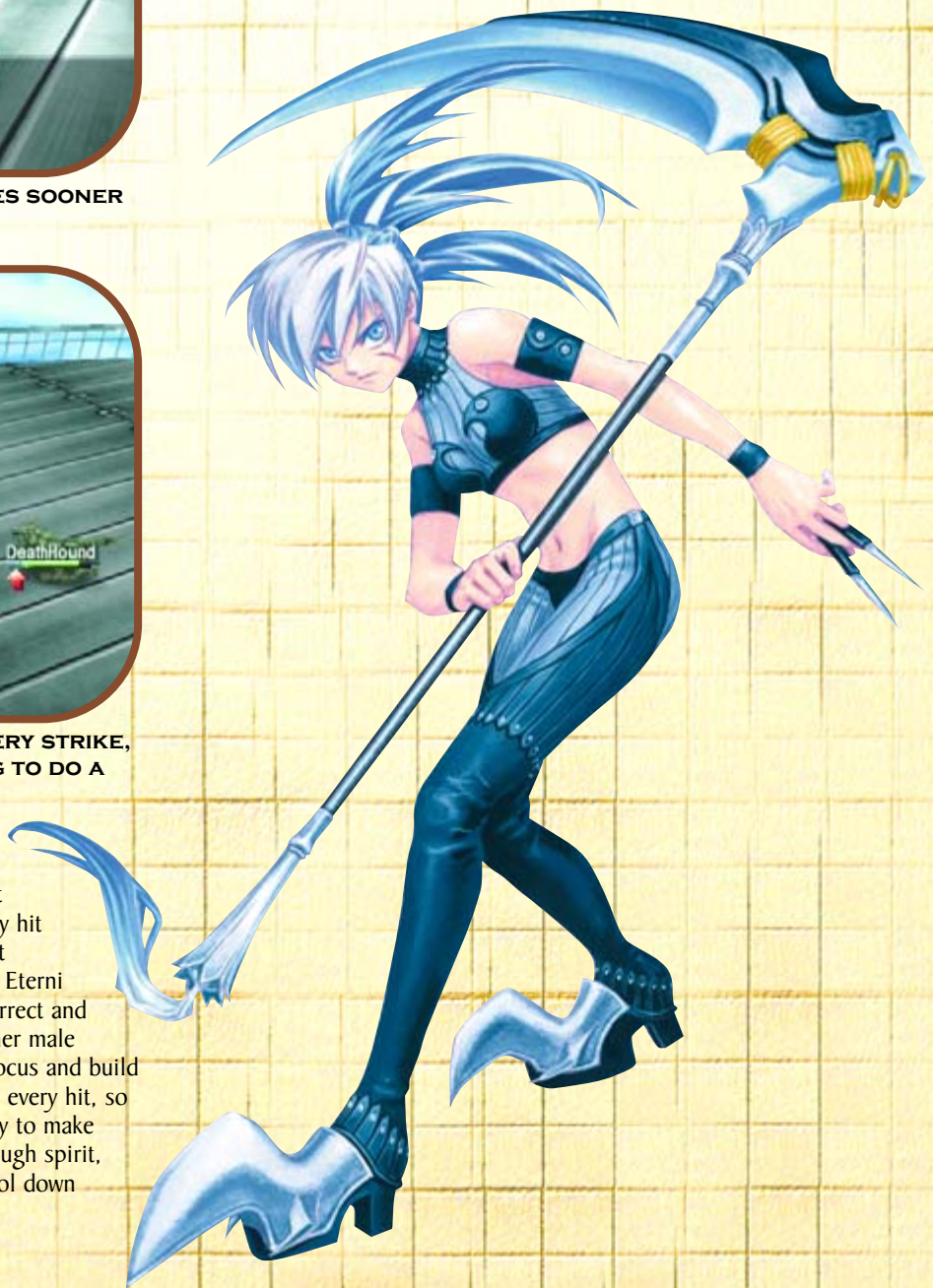
After you have the ingredients, return to the daughter and she'll make a proper Kabal Skewer. Bring the tasty skewer back to the mother and you'll receive an Abirik Cham, as well as the opportunity to come back later and receive Mom's Skewer, an item that has the power to replenish a character's magic points.

# Mystery Assassin

At certain points during the game, you'll receive a "black spot" from the resident sailors' guild master. There are four in total, and these "black spots" mark you for the mysterious assassin, Piastol, the Angel of Death. You can find her ship west of Sailors' Island, and if you talk to it, an intense boss/bounty-type battle erupts.

**PIASTOL, THE ANGEL OF DEATH, ARRIVES SOONER THAN YOU THINK.**

**PIASTOL COUNTERATTACKS NEARLY EVERY STRIKE, SO ONLY SWING AT HER IF YOU'RE GOING TO DO A LOT OF DAMAGE.**



Piastol attacks with her faithful death hound. It's no slouch at 4,000 hit points, so take it out early with everything you've got. Keep your party hit points high, as Piastol can deliver a 2,500-point Tempest Dance to any one target. She can even Eterni someone instantly dead, so be prepared to resurrect and heal a lot. If you can, use only Vyse and the other male party member to attack; Aika and Fina should focus and build up spirit. Why? Piastol counterattacks on nearly every hit, so you want the spellcasters, Aika and Fina, healthy to make sure the rest of the team stays strong. With enough spirit, you can either Pirates' Wrath or Prophecy Piastol down from 8,700 hit points.

**THOUGH YOU DEFEAT HER THE FIRST TIME, PIASTOL WILL BE BACK UNTIL YOU SET HER LIFE BACK IN ORDER.**

After the battle, you'll part with Piastol. Near the end of the game, you realize that Piastol and Maria are long-lost sisters. Reunite them and you'll earn loads of good karma as the sisters joyously meet on Doc's ship.

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| ASSASSIN BOSS: PIASTOL |
| HIT POINTS: 8,700 |
| ATTACK: TEMPEST DANCE (2,500 POINTS) |
| EXPERIENCE: 4,522 |
| MAGIC EXPERIENCE: 6 |
| GOLD: 6,529 |
| DROPPED ITEM: NONE |